

WORLD EXCLUSIVE - VIRTUA FIGHTER MEGADRIVE PICS!
MEAN MACHINES
SEGA
ULTIMATE MK3
EVERY MOVE LISTED
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STREET RACER
GO-KARTS A GO-GO!
BUST-A-MOVE2
BUBBLE TROUBLE
THIS TIME IT'S WAR!
THE ORIGINAL
MicroMachines
SCALE MINIATURES
★MILITARY★
1ST FOR SATURN
TOMB RAIDER•TUNNEL B1•FIGHTING VIPERS•GRID RUN
VF KIDS•RED EARTH•BOMBERMAN•SPACE HULK•DOOM



L.S.D.

know the score

Taking L.S.D. can make you panic and even lead to a permanent change of personality.

The effects of an L.S.D. trip can last for up to 12 hours and that's going to make it difficult avoiding your parents. It could also be a complete nightmare if it's a bad trip. Once the trip has started, it can't be stopped.

You can get flashbacks. These can happen at any time, and even if the original trip was O.K. the flashback could be a nightmare.

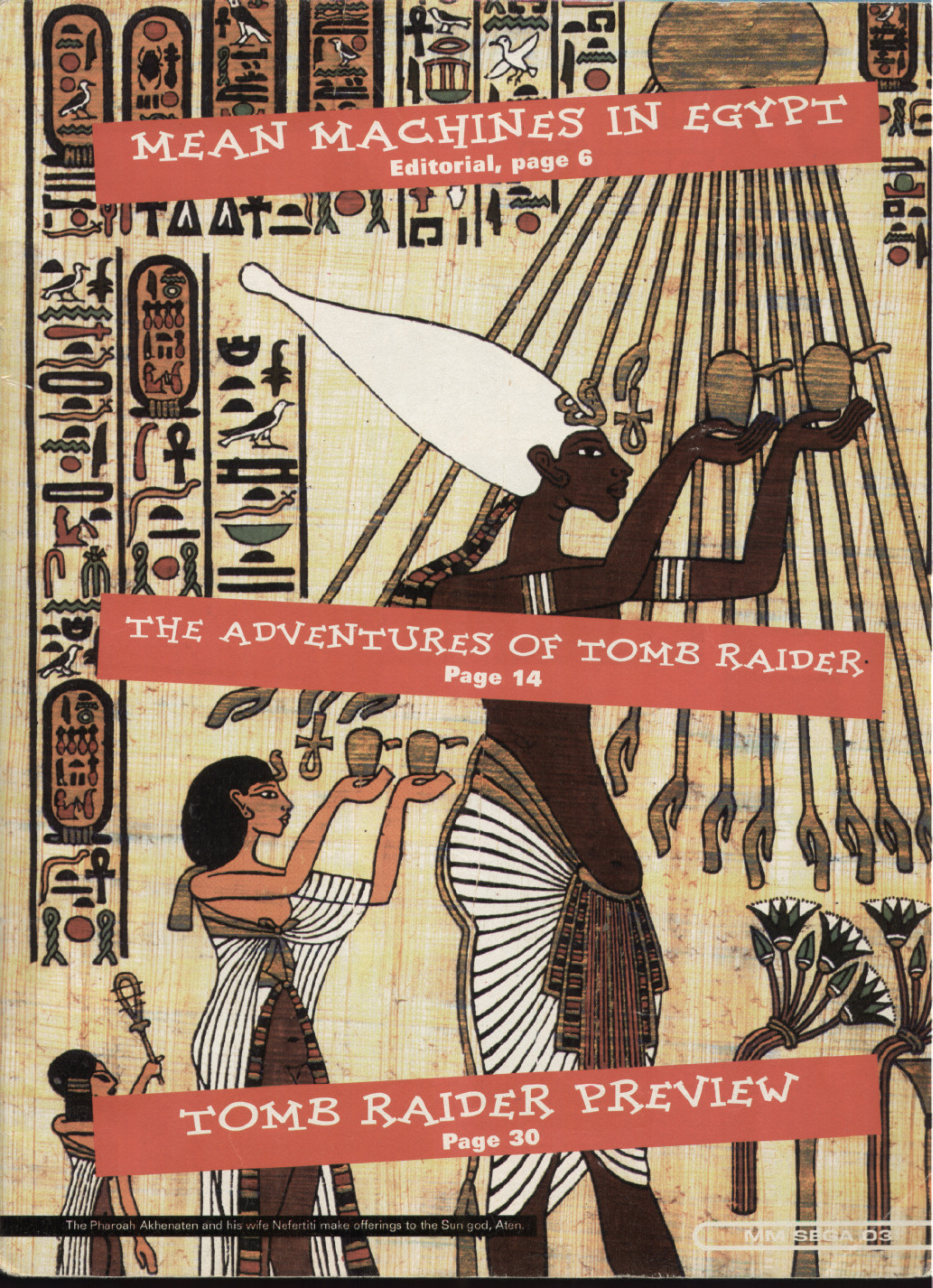
Take L.S.D. and you could start seeing things that you don't want to see.

The strengths of trips can vary a lot. There's no way of knowing how much you're taking or what effect it'll have.

Taking L.S.D. could make you feel sick and throw up. This can be really frightening when you're tripping.

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If you'd like more information about drugs or just a talk, give us a call free and in total confidence.



The Pharoah Akhenaten and his wife Nefertiti make offerings to the Sun god, Aten.

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MEAN MACHINES EXCLUSIVE



MICRO MACHINES MILITARY 16

The fourth instalment of Codemaster's pint sized race 'em up is set to hit the Megadrive soon, this time with a military theme. Could this be the most playable game EVER?!



REGULARS

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Hang ten with your globetrotting editor as he sets up the slide projector, gathers round the family and gets out his holiday snaps. Groan.

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Me and Yob had a bit of a scuffle when he came in to answer the letters page this month. Git stole my copy of Loaded. His days are numbered, I tell you.

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AT A GLANCE

(ALL GAMES ARE SATURN FORMAT UNLESS OTHERWISE SPECIFIED)

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C SEGA 1993 1996

REVIEWS

MEGADRIVE

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The graphic adventures of Lara Croft continue – the second instalment of our exclusive strip by Paul Peart and Vicky Arnold.

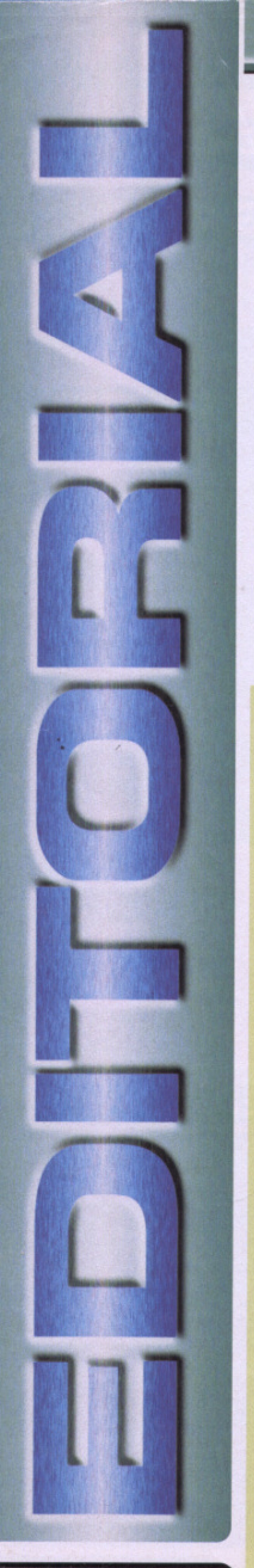
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AM2's conversion of their fighting masterpiece is shaping up quite nicely thankyou. We fill you in on the latest developments.

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The multiplayer bonanza that is Street Racer is Saturn-bound. We took a trip to Ubi Soft to get the low down on this potential Mario Kart 64 beater.

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All the finishing moves, all the secrets, everything! So now you can stop calling asking for the hidden character codes, yes?

LOADED GUIDE 44
This month the guide. Next month the cheats. Stay tuned.

OLYMPIC GAMES COMPETITION 38
Win a whole load of Olympic goodies in this record-breaking compo. Prizes so good we all wanted them. And that's the truth!



'Last week the Japanese financial market was in a state of panic after a local press report stated that N64 sales had dramatically slowed down in the past couple of weeks...this caused panic selling of shares and then suspension'
Computer Trade Weekly, August 19th.

Not the start Nintendo anticipated by any manner of means, and perhaps a taste of what's to come, as Japan's appetite for Saturn continues. We can leave all the doom and gloom aside with an issue full of stunning games and the promise of many more before Christmas. You might also like to know we're looking at ways to improve the mag so why not write with your suggestions – speak now or forever hold your piece (tee hee).

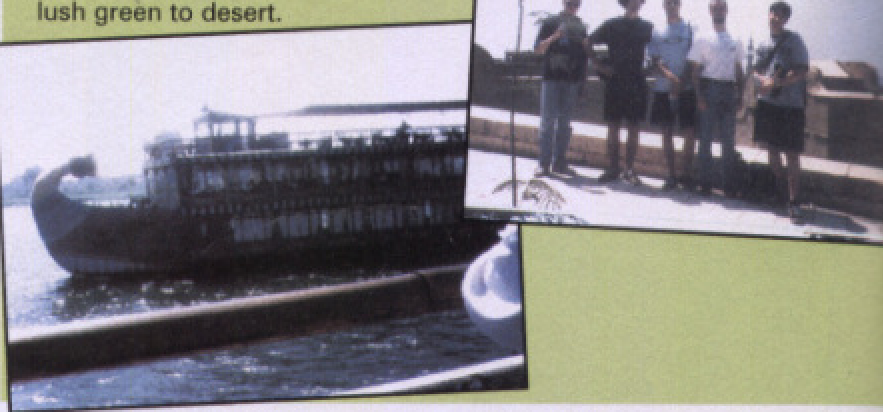
GUS

MEAN MACHINES

In the blazing heat of August, Core Design took Gus and writers for other EMAP mags to Cairo, Egypt, to celebrate Tomb Raider, which appropriately uses settings from the ancient culture of that land. It was a memorable trip for everyone involved, so thanks again to Core for organising it.

THE NILE!

We took a trip on a restaurant cruiser. The river is massive, running through the centre of Cairo. The importance of the river to the people is much greater than it would be here. Where the river's influence ends, a few miles on either bank, the land turns from lush green to desert.



CELEBRITY SQUARES

Meeting celebrities is always a bit special, and this month Dan's had a close encounter so remarkable that it simply demanded a mention. So, here are the giants among men who passed us like ships in the night...



GUS

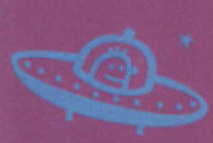
"When I was on You Bet I met John Inman, Linda Lusardi and Gary Mason, who's apparently a boxer though I'd never heard of him," recalls Gus. "When I was nine I met Mavis Riley and Rita Fairclough at our town fete. Well, we didn't actually meet, but I saw them from behind a tombola stall." So who was the most unpleasant celeb he's ever met? "Well, Sigourney Weaver was a bit abrupt. At the opening of Alien War she asked me to get out of the way. And she's not a woman to argue with." And the nicest? "I saw Su Pollard coming out of Sega World in Bournemouth. I had a camera so I asked her to pose for a picture. I think Oh Doctor Beeching is fabulous, don't you?"





CLAIRE

Claire's star encounter is of a decidedly intimate and sensitive nature. "Well," she says, blushing, "I went to this party for a magazine launch, then me and a couple of friends went to a bar in King's Road. I couldn't believe it when Steven Dorff walked up to me and said 'You were at that party, weren't you?' He told me he was in Britain making Back Beat, then said, 'Are you an actress or a model?' I told him a bit of a lie and said I was a magazine designer –I wasn't when this happened." So how did things develop? Did you cop off with him? "No, he saw my friends sniggering at the back so he went off and chatted up that Page 3 model Kathy Lloyd instead. I didn't fancy him anyway. Git."





MARCUS

"I saw Kate Bush at a party," says Marcus. "I didn't have the nerve to talk to her though – I'd have probably got my head kicked in by a couple of bouncers if I'd have tried. I did get told to get out the way by one of John Cleese's bouncers at the same party. After that Barry Cryer said 'Excuse me, can I get through?' so at least he was polite. Oxford Street's especially ripe for celebs. The other day I saw Katie Puckrik in the Virgin Megastore, and once I saw the bloke out of the Jesus and Mary Chain outside it with his mum. Before that I used to think he was hard. Mind you, once I saw Danny Kendall out of Grange Hill queing up at a cashpoint machine. And I thought he was dead." (Marcus omits to mention that Kate Bush just got smashed and smoked tabs all night)



...S IN EGYPT!

PYRAMIDS



The three large pyramids which form the Necropolis at Giza are awesome. Unbelievably, the first, the tomb of Cheops was built 4,500 years ago, followed by that of his his son, Kefron and later the smallest, of Mycerinus. The Sphinx bears the facial image of Kefron, and was built before his tomb as a guardian. The story of the site is told by an incredible sound and light show, with the pyramids lit with spotlights and traced with lasers.

CAMELS

The final trial for the intrepid journalist was mounting these unpredictable beasts for a jaunt round the desert. Simon Clays of Mean Machines Playstation and Tom Guise of C&VG took their life in their hands considering the state of their 'plumbing' at that time!

CAK CORNER



Following on from the fer-nom-e-nal response to last month's Cak Corner (nobody owning up to completing Dark Castle) we plumb new depths with a rallying cry to owners of Cosmic Carnage on the 32X. This astonishingly bad game, with graphics designed by Helen Keller Associates, showed just what this amazing piece of hardware was capable of. The world trembled...then went for a dump.Did you struggle through to the end? Provide photographic evidence and the Kan of Krap kould be yours. Send to Kak Korner – Kosmic Krud, by September 30th.



NICK

There's barely enough room to list all the famous people Nick has hob-nobbed with. "Well, there's Bryan Ferry, Michael Aspel, Demi Moore, Bruce Willis. Oh, and Sylvester Stallone and Arnold Schwarzenegger. Just people I generally bump into at showbiz parties. It's a bit of a bore, really." What Nick has neglected to mention is that he met all the above celebs in one night, when his dad worked as a cameraman on Aspel & Co. Mr Paterson senior has been a cameraman at LWT for 25 years and Nick's met loads of people by hanging around there. So it doesn't count. "I did meet Mike McShane, the fat bloke off Whose Line Is It Anyway. And that was proper. Does that count?" No.



DAN

"I met Arnie!" screams Dan. "I actually met Arnie!" Alright Dan, calm down and tell us what happened. "I knew Arnie was coming for the premiere of Eraser, so I waited in the heaving crowd outside the cinema for an hour and a half. His limo pulled up, he jumped out, and he shook my hand!" What did he say? "He said, Hello. How are you?" Fantastic. Far more interesting was the day when star botanist David Bellamy came to Dan's house for lunch. "We were on That's Life because we had a 500-year old acorn tree in our garden and someone wanted to pull it up to build a road. David Bellamy came over and my mum hung out of the tree wearing a bikini stuffed with leaves as a protest." Would anyone with a VHS copy of this news report please contact the editorial office immediately.

THESE ARE A FEW...

Cool Bits! They are awesome. This is the greatest advance in lolly technology since the invention of the Cornetto. And we're not being payed backhanders by Wall's to say this — we do like them. That ends our unconditional MEAN MACHINES endorsement of Cool Bits!

MEAN MACHINES LOLLY CHART
1. Cool Bits (Gus' crispy coating)
2. Sparkle (4-a-day man)
3. Spiderman (Claire's sticky gob)
4. Twister (Round the bend)
5. Solero (Marcus' grown-up munch)

(Claire hates Cool Bits)



CAST LIST

MARLON BRANDO
Steve 'you show me no respect' Merrett
SYLVESTER STALLONE
Angus 'don't push me' Swan
DEMI MOORE
Claire 'potter's wheel' Coulthard
SEAN CONNERY
Marcus 'shocking, positively shocking' Hearn
BRUCE WILLIS
Nick 'Money Funster' Paterson
ARNOLD SCHWARZENEGGER
Dan 'You set me up' Jevons



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ROGER MOORE
Tom Cox

Q & A PHOTOGRAPHY: Victoria Upton

Special thanks to: Dorian Bloch at Chart-Track, etc etc

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COMPETITON RULES
And another thing... Employees, their families and suppliers of EMAP Images are not eligible for entry in competitions. There is no cash alternative to the prizes offered. The Editor's decision is final. No dice, fatboy.

MEAN MACHINES uses Dolby Surround Sound equipment to test out all featured software (basically, we have a wicked set up here).

DOLBY SURROUND

AND FINALLY... Lord Emap issued a thank you to all staff for bringing home a massive pile of bacon to the company, and all employees were allowed to excercise options on a carton of kiaora and a travel size packet of McVittie's Homewheat. Give that man a pension fund contribution we say! Long live Lord Emap!

NEWS

THE EARTH IS RED!

RED EARTH (WAR ZARD)

CAPCOM

ARCADE

RELEASE TBA

ORIGIN: JAPAN

Last month our correspondent was amongst crowds waiting to see Capcom's new, and long awaited, CPS III arcade system. This new board will replace the CPS II, which served Capcom well with Streetfighter Alpha and Darkstalkers amongst many others. The specs are not yet known, but CPS III is understood to be a multi-purpose board which will handle 2-D sprite games and polygon games with equal ease. The first title will be Red Earth (War Zard in Japan), a 2-D beat 'em up in classic Capcom tradition. Red Earth has all new characters, and the most spectacular graphic pyrotechnics seen in a 2-D game, using the new hardware tricks. Also, we gather a Saturn conversion is almost inevitable and will probably be exclusive, as Capcom aim to maintain the standard of their conversions by using some form of booster cartridge. Red Earth may not quicken the pulse like Streetfighter III, which was shown in private at the show, but it marks a new beginning for Capcom in their arcade battle with Sega and Namco.



VF MEGADRIVE

VIRTUA FIGHTER

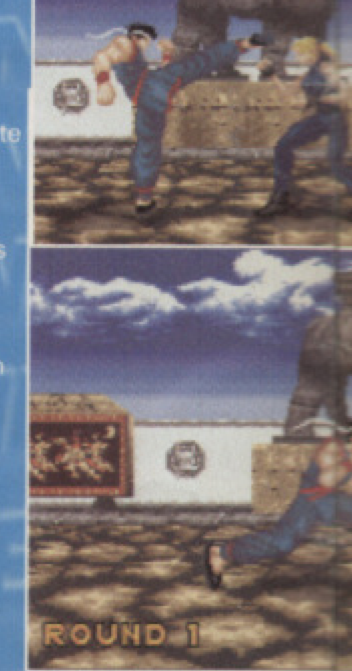
BY SEGA

MEGADRIVE

RELEASE: NOVEMBER

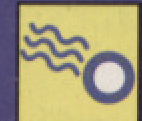
ORIGIN: JAPAN

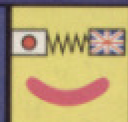
Behold the very first pics of Virtua Fighter Megadrive, taken by MEAN MACHINES from a cartridge running an early version of the game. As promised, Sega are delivering all the characters, moves and settings of the classic beat 'em up. The main speculation may now be settled — Virtua Fighter is using a 2-D sprite, and not a polygon game engine. Although your immediate reaction might be disappointment, consider that in gameplay terms, Virtua Fighter has always been a 2-D game, and this version seems to capture the essence of that gameplay. The programmers are concentrating on incorporating all the combos and subtleties of play. The graphics have a superb clarity, and clever parallax gives the impression of depth to the remarkably authentic arenas. Also, this is not a conversion of Virtua Fighter Animation, a Game Gear title that took rather more liberties with the game mechanics. A full preview next month!

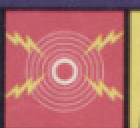
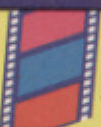
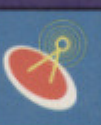


A formidable number of exclusives this months confirms this as the best Sega news site. Our internet news gathering systems are in full effect now, and next month it's the Tokyo Game Show. Stay Chooned.

KEY



competition

new game

japan news

tipped for the top

exclusive news

film news

news update

arcade conversion

gossip


british development









MONSTER! MONSTER!



- TUROK DINOSAUR HUNTER
- BY ACCLAIM
- SATURN
- RELEASE 1997
- ORIGIN: USA

MEAN MACHINES can reveal that the game based on Acclaim comic character, Turok Dinosaur Hunter, is to be converted to Saturn from its original N64 form. The game is best described as a Doom/Quake clone but set in the open spaces of Turok's antideluvian valley. Coded by Iguana software, Turok features some amazing weaponry, including a nuclear-style rocket-launcher of Independence Day proportions. The dinosaur adversaries are equally impressive, with the most monstrous forms made of thousands of motion-captured polygons. What we've seen of Turok so far has been on N64 – work on Saturn may not even have been started. The screenshots are N64, but you heard it here first.





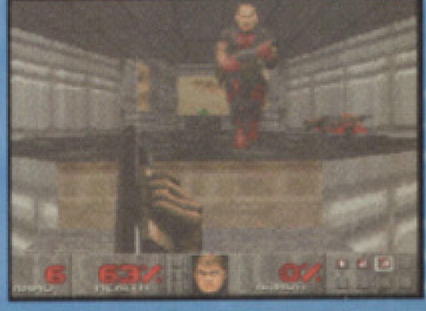




WE'RE DOOMED



- DOOM
- BY GT INTERACTIVE
- SATURN
- RELEASE: NOVEMBER
- ORIGIN: USA

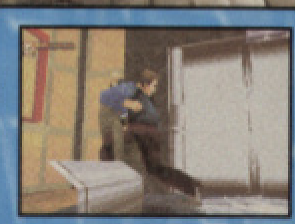


The first beta disk of GT Interactive's Saturn Doom has finally been released into our grubby little paws, and we're happy to report that it's shaping up to be something pretty special. In case you've had your head in the sand for the past four years, Doom is a lightning paced first person perspective shoot 'em up featuring buckets of gore and an armoury of death dealing ordinance as a lone Space Marine repels the forces of evil from Earth. Doom fans will be glad to know that Saturn Doom contains levels and weapons from all of the PC versions of Doom (Doom, Doom 2 and Ultimate Doom). What's more Saturn Doom will DEFINITELY be making use of the Sega link up cable, meaning two players will be able do battle either side by side in co-operative mode or head to head in the awesome deathmatch frag fest. Warm up your Saturn, people.



YIPPEE-KI-YAY MUDDY FUNSTER!







DIE HARD ARCADE

BY SEGA (AM 1)

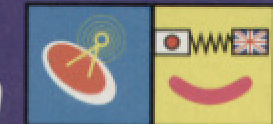
SATURN

RELEASE 1997

ORIGIN: USA

Last month we brought you news of Sega's new ST-V based scrolling beat 'em up Dynamite Detectives. This month we can exclusively reveal that the game will be released over here as Die Hard:Arcade... and its flippin' ace! Created by AM1, Die Hard is a violent polygon based slug fest that borrows elements from games like Final Fight and Virtua Fighter. You battle terrorists over five stages set in a high-rise building, in a bid to rescue the President's daughter, sensibly hiding in a desk drawer. You get to use imaginative weapons like aerosol cans and golf clubs to achieve your ends. Licensing factors means we may have to wait until early next year for a UK Saturn release.

SATURN TAKES LEAD



RETAIL NEWS

N/A

SATURN

N/A

ORIGIN: JAPAN

Welcome news for Sega has emerged in the last couple of months with the first assessments of the impact of the Nintendo 64. The machine's launch, which will not be released here until mid-1997 has led to Sega INCREASING its lead over Sony in the crucial Japanese market. Independent analysis by a Japanese hardware manufacturer points to a Saturn market share of 42% against Playstation's 36% and N64's 9%. Unofficial reports from retailers like Toys R Us show that sales of the N64 have dipped sharply after an initial boom by early adopters. Software sales show that NiGHTS has comfortably outsold all other titles in the first month, selling 300,000 units. Sega's growing lead (now estimated at 500,000–1,000,000 hardware units) is put down to strong Sega releases and the appeal of the new Flash Saturn.

APRIL 1996
32-BIT CONSOLES

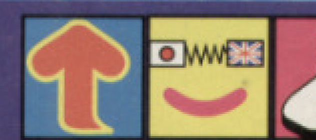
SEGA 42%
SONY 42%
PANASONIC 10%
NEC 6%

JULY 1996

SEGA 42%
SONY 36%
NINTENDO 9%
PANASONIC 9%
NEC 4%

DATA:ALPS

VIRTUALLY AWESOME



VIRTUA FIGHTER 3

BY SEGA

MODEL 3 BOARD

RELEASE LATE 1996

ORIGIN: JAPAN

On the 26th July VF3 received its first public airing at a special invitation only exhibition in Japan. Naturally, MMS were there. Although the game was only in a beta form, it still stunned everyone present with its uncannily realistic 3D graphics and dynamic gameplay. Apart from the two new characters (Aoi and Sumo Takaarashi) the most impressive new features were the undulating landscapes (floors now slant), and the addition of a fourth 'Escape' button that allows players to move around the ring in true 3D. The topography of the various fighter's stages now actually adds to the battles, with height differences effecting the power and efficiency of the fighters attacks, while the various terrains (sand, water, etc.) determines the speed at which the characters can move, as well as creating amazing effects, like splashing in the water on Jeffry's stage. On another note, we've heard that VF3 may be at Sega World, Trocadero, when it opens later this month. Can't wait.







DO A RUNNER



GRID RUN

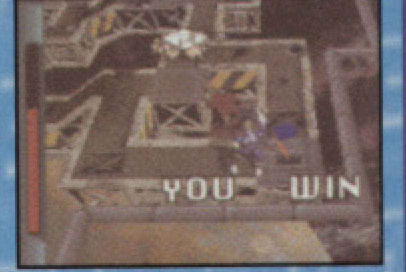
BY VIRGIN

SATURN

RELEASE NOVEMBER '96

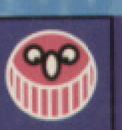
ORIGIN: USA

Fresh from acquiting themselves well with Powerplay '96, Radical Entertainment has another full contact game ready for Saturn. Grid Run (formally known as Grid Runner) is a futuristic 'sport' game involving a series of flag-ridden mazes and a game of hi-tech tag. Two characters fight to turn flags to their colour, which they can only do if they are not 'It'. The basic idea is beefed up with weapons, powers and custom features in the ever more complex mazes. Split-screen modes allow two players to compete, and there are plans to create a four-player mode using two Saturns linked by serial cable. Out this year.





TO BE THIS GOOD TAKES...



SEGA AGES

BY SEGA

SATURN

RELEASE OCTOBER

ORIGIN: JAPAN

The retro gaming craze gets seriously underway on Saturn with the release of Sega Ages perfect conversions of classic titles, and Sega's response to the massive clamour for old Sega arcade games in Japan. The first set of games hail from the mid 80s, beginning with Space Harrier, which utilised a then revolutionary Scalar sprite technology. The other two titles, Afterburner and Outrun using the same hardware basis, were even bigger coin-op hits. In Japan, these Sega Ages titles are popular enough to sell individually, but Sega UK have wisely compiled all three at a reasonable price onto one disc.





BAFFLED



PUZZLE AND ACTION

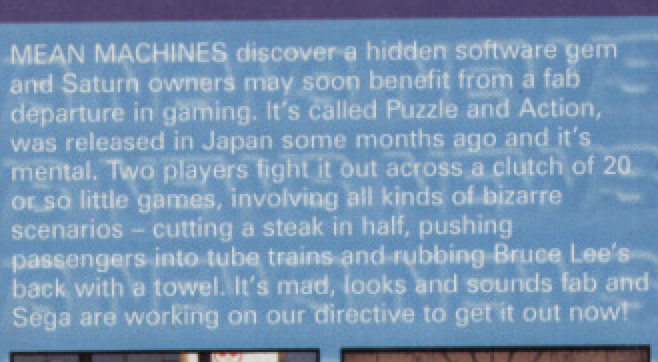
BY CSK

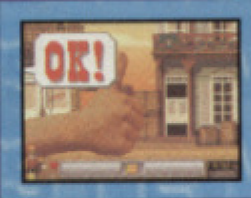
SATURN

RELEASE LATE 1996

ORIGIN: JAPAN

MEAN MACHINES discover a hidden software gem and Saturn owners may soon benefit from a fab departure in gaming. It's called Puzzle and Action, was released in Japan some months ago and it's mental. Two players fight it out across a clutch of 20 or so little games, involving all kinds of bizarre scenarios – cutting a steak in half, pushing passengers into tube trains and rubbing Bruce Lee's back with a towel. It's mad, looks and sounds fab and Sega are working on our directive to get it out now!









GOSSIP

Our first explosive rumour concerns the Saturn handling VF3 and Sega's conversions for PC games. It's established that Videologic's PC accelerator card (using technology aligned to the workings of Sega's arcade Model 3 board) will be supported with various Sega conversions. But it appears the company may be producing a chip which could be used by Sega themselves in cartridge form. There are a lot of rumours about Saturn RAM booster cartridges at the moment, but this would propel the machine into a different league – possibly making for more powerful games than N64, with cart/CD combos of roughly the same price.

Only slightly less enthralling, Resident Evil 2 is coming to Saturn. The project, only just announced on PSX, means the original will be bypassed on the Sega format. Westwood's Command and Conquer conversion, supposed to lead on Saturn in October, will probably be delayed until next year, but the good news is that the Saturn will use SVGA standard graphics with a larger screen area showing more action. Just down the road in California, Shiny Entertainment are putting a version of Wild 9's together for the forthcoming ECTS. Little is known about this title from the creators of Earthworm Jim. Finally, Enix, a highly-respected Action/RPG creator in Japan has announced an enhanced sequel for its classic Actraiser on Saturn. The original SNES game was stunning four years ago. Enix waited until Saturn hit 3 million units to make their announcement. As for Streets of Rage — we have inside knowledge that the Core fighting game will not bear the name, but will be awesome anyway — watch this space!

HIGH IMPACT



IMPACT RACING

BY JVC

SATURN

RELEASE NOVEMBER

ORIGIN: EIRE

Impact Racing is a surprisingly conventional new racing game by the standards of the unconventional JVC, who have already brought us Keio Flying Squadron 2 and Sea Bass Fishing. Imagine Ridge Racer with laser cannons and you're some way towards imagining Impact Racing. From the sneak preview we've been granted, Irish developers Funcom have done a top notch job in creating a fast-moving, smooth-running racer with enough novelty value to distinguish it from the crowd. Exclusive review next issue.



CREAM OF SEGA

OFFICIAL CHARTS © ELSPA   COMPILED BY CHART TRACK

I've got a theory. I reckon that absolutely none of you lot bother to read this intro to Cream of Sega. In fact, I reckon that we could leave it exactly the same for month after and month and no-one would be any the wiser. It's getting to be like a broken record anyway: 'spin the platters that matter, Mortal Kombat 3, Brian Lara Cricket etc'. Ah well. Nice to see Loaded and Sega Rally are doing well. As usual, thanks to ELSPA, Chart-Track and you, the readers, without whom we wouldn't be doing this. And hey, what an amazing chart! Games so hot they're wearing shorts. It's a good month to own a Sega machine!

READERS CHART SATURN

Your choice of the best Saturn titles

1 (1)
SEGA RALLY
Still at number one! You guys love this!

2 (2)
VIRTUA FIGHTER 2
Dan has only just started playing as Akira.

3 (-)
PANZER DRAGOON ZWEI
Can you get the WINGED DEATH rating?

SALES CHART SATURN

Chart Track's guide to the best selling CDs.

1 (-)
LOADED (Gremlin)
And we wanna get loaded! And we wanna have a good time!

2 (-)
ULTIMATE MORTAL KOMBAT 3 (GT Interactive)
Blood, guts and digitised graphics.

3 (4)
SEGA RALLY
The best racing game ever is still hanging in there.

4 (-)
ROAD RASH (EA)
The Megadrive classic gets a new lick of paint.

5 (5)
VIRTUA COP (Sega)
I love this game. Can you finish it in ranking mode?

6 (6)
THE NEED FOR SPEED
Something ravers feel every Saturday night.

ELSPA

SALES CHART MEGADRIVE

Chart Track's guide to 16- bit sales.

1 (4)
OLYMPIC SUMMER GAMES (THQ International)
Get into the competitive spirit!

2 (6)
MICRO MACHINES 2 (Codemasters)
You're going to LOVE 'Military!

3 (1)
BRIAN LARA CRICKET '96 (Codemasters)
Knocked off the top spot for, er, three.

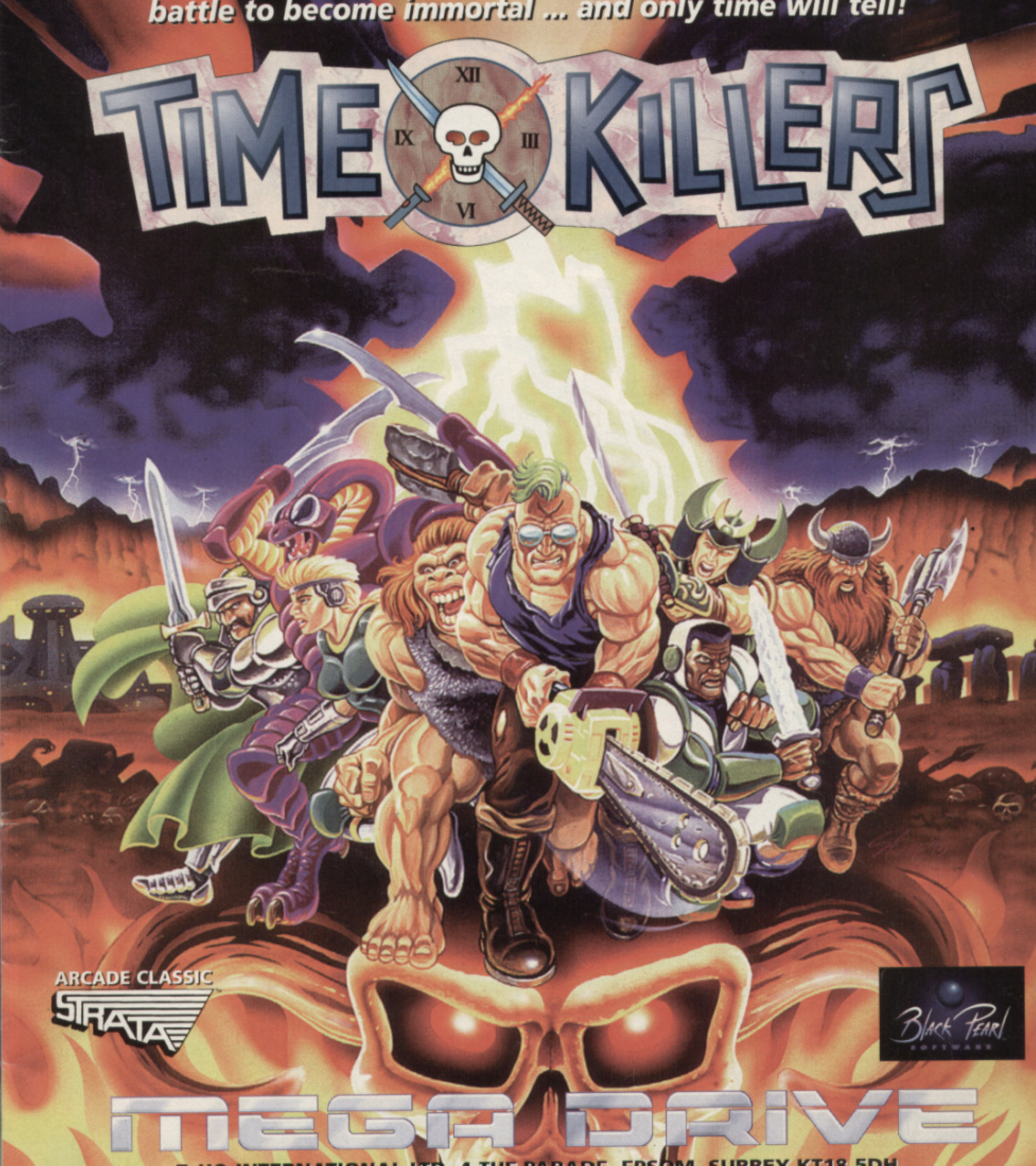
4 (-)
WORMS (Ocean)
My dog got worms once.

5 (3)
TOY STORY (SEGA)
Woody and Buzz are still going strong.

6 (6)
SONIC AND KNUCKLES
Look the rumours aren't true, they're 'just friends'.



ELSPA


All the fierce fighting action from the arcade classic.
Pit the greatest warriors from the past, present and future against each other. If you survive, you must face the vengeful Death in his own dark underworld. This will be the ultimate battle to become immortal ... and only time will tell!
TIME KILLERS
XII
IX
III
VI
ARCADE CLASSIC
STRATA
Black Pearl
SOFTWARE
MEGA DRIVE
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TOMB RAIDER
FAR BELOW THE SUN
IN THE DEEPEST, DARKEST PIT IN AFRICA
A DIRTY WIND HOWLS ...
THE LAST HALITOSIS-RIDDEN BREATH OF A CROC
BEING MERCILESSLY PARPED OUT
LARA IS JUST LIMBERING UP...


... SOMETHING, SOMEONE
PERHAPS DIDN'T REALISE ...
G'DAY SHEILA !
KLIK


FWIP
SHEILA? ...
SHEILA'S WHO?

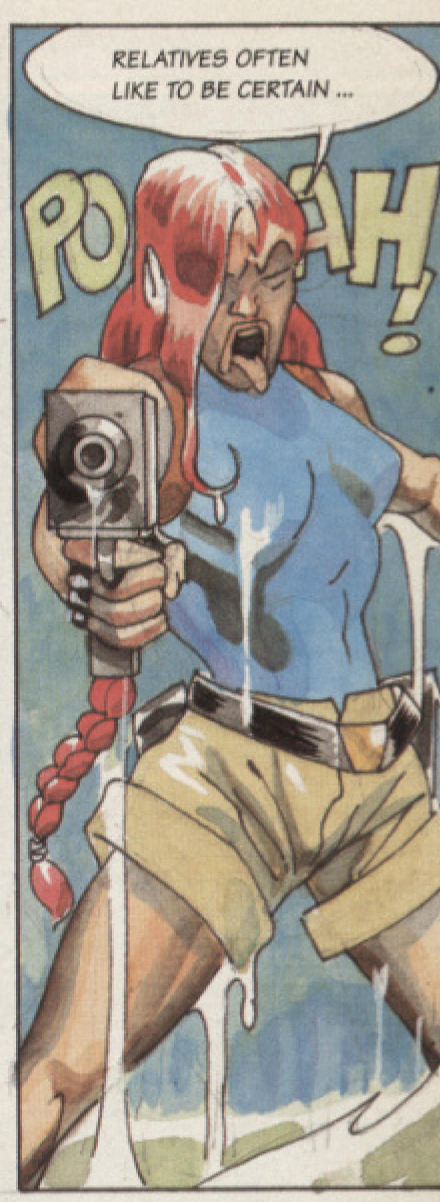

I REALLY THINK
I OUGHT TO TELL
YOU BEFORE WE
START ...


... I'M LARA


ER...RIGHT ... MAX


I FIND IT'S ALWAYS BEST
TO HAVE THESE DETAILS
AT HAND ...


WOULDN'T
YOU AGREE?
COULDN'T
MORE SO
SPLASH


RELATIVES OFTEN
LIKE TO BE CERTAIN ...


CHIK
CHAK
I DON'T LIKE TO
STICK MY NOSE IN...
...BUT IS THAT YOUR
ODOUR?
MINE? THAT CROC'S KISS
HAS CLUNG TO YER
SOMETHING ROTTEN!


MAYBE I'LL TAKE THAT BACK


LOOKS LIKE WE'RE
HOLDING A HOUSE
WARMING FOR THE
LOCALS
YOU GONNA BE THE ONE
TO BREAK IT TO THEIR
RELATIVES?
OF COURSE...LET'S
MAKE THEM WELCOME !!



Like the Rolling Stones, like Tina Turner, the video game classic prepares for its Megadrive Farewell Tour.



If you haven't got at least one Micro Machines game for your Megadrive, then you're not a real gamesplayer. A small software house collaborated with an even smaller developer five years ago to create a video game of the tiny vehicle toys that were a craze of that time.

Micro Machines made Codemasters and Supersonic software millions. The first game was on the stinky Nintendo NES, but the format quickly found its true home on the Megadrive. The two sequels to Micro Machines topped the chart, and have continued to linger around the top ten for months. Codemasters have deemed it worthwhile to have a final fling on 16-bit (Micro Machines is also being carried forward to the Saturn), but instead of a formulaic remix, they decided to develop the new game around the tactics players were using, and a particular branch of the toy brand — Micro Machines Military.

Micro Machines is an easy, fun game to play, but gameplayers picked up some devilish strategies which worked best on the more complex courses of Micro Machines 2 and Micro Machines Tournament Edition: pushing players over the edge, and fighting on special features of the course like the infamous bath sponge rafts.

'Military's courses are ideally set up for skullduggery, with narrower areas and treacherous terrains. Interactive features like hens, drills and sanders are found, with at least one forming the basis of each track. But the main additions to the gameplay are the weapons available on every course. These spang opponents temporarily out of the race, meaning that out in front is not obviously the best place to be.

Removed from the racing all together are the battle zones, where belligerent Machiners try to survive the longest on one of twenty floating island zones. The challenge for Supersonic, who've worked on every version of the game, is to blend new ideas into classic gameplay. We'll offer an opinion sometime soon.



DRESS UNIFORM

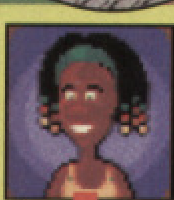
The best characters from the previous games make their way into Military, but look how Codemasters have smartened them up with battle dress:





































Machines
ORIGINAL MINIATURES
MILITARY

Cheats never prosper, or sometimes they do in Micro Machines. Going for the shortcut didn't cut it this time.

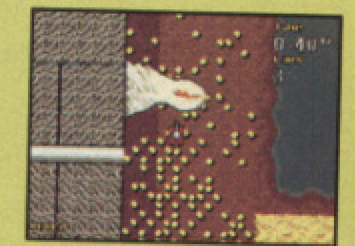
The mine boat levels are the high points of this Alpha version. Here on 'Tongue Tied' our frog tries a bit of French.

Some players' tactics are rotten to the core — concentrating on eliminating the enemy rather than a fair race.

COVERING NEW GROUND

There are ten all-new zones for the 'Military tracks, each with three courses. The graphics have been restyled with a higher level of detail and features involve themselves in the tracks, including mobile creatures like the insects on Crazy Crickets. Of those that are currently playable we have:

FARMYARD: TANKS



Simple levels where you can almost smell the ripe country air. The dung beetles on track one set an unsavoury precedent for the game and the battery hen is best described as 'pesky'.

PISTE: SKIDOOS



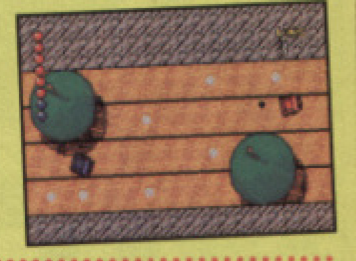
Trickery control created by a skiddy surface on narrow raised snow runs which is the perfect setting for dirty tricks play. The scenery gives you the chance to do skidoo leaps and cross an iced-over birdbath.

GARDEN: AMPHIBIOUS



A series of longer muddy tracks where creepy crawlies and litter gets in the way. One features a sprinkler which must be leapt with pixel-perfect precision.

PICNIC TABLE: APC



Cool courses in the same vein as the classic Micro Machines breakfast table tracks. The clothed tables are littered with all kinds of debris, including a rapid-fire spud gun, which can reverse positions in the dying metres of a race.

WORKSHOP: HELICOPTER

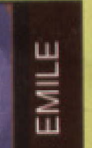


Terrible tools are part of the Micro Machines legend. The ones here are more taxing than most, with an all-consuming sander and tape measures which dare you to take a chance of a short cut.

POND: MINE BOATS

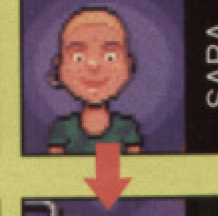


Different tactics employed for these courses, where attack comes from mines, so getting a lead is essential. These have some of the best hazards, like frogs






















FIREWORKS: LAND SKIMMER

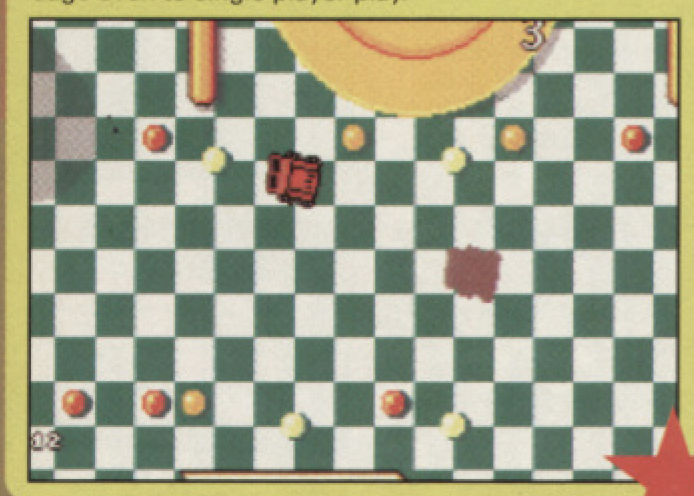
Three levels giving the lads a chance to show off some pyrotechnics — coloured flashes of light that make high-speed craft difficult to follow. There's an awesome boulevard of sparklers to negotiate.





TEST OF TIME

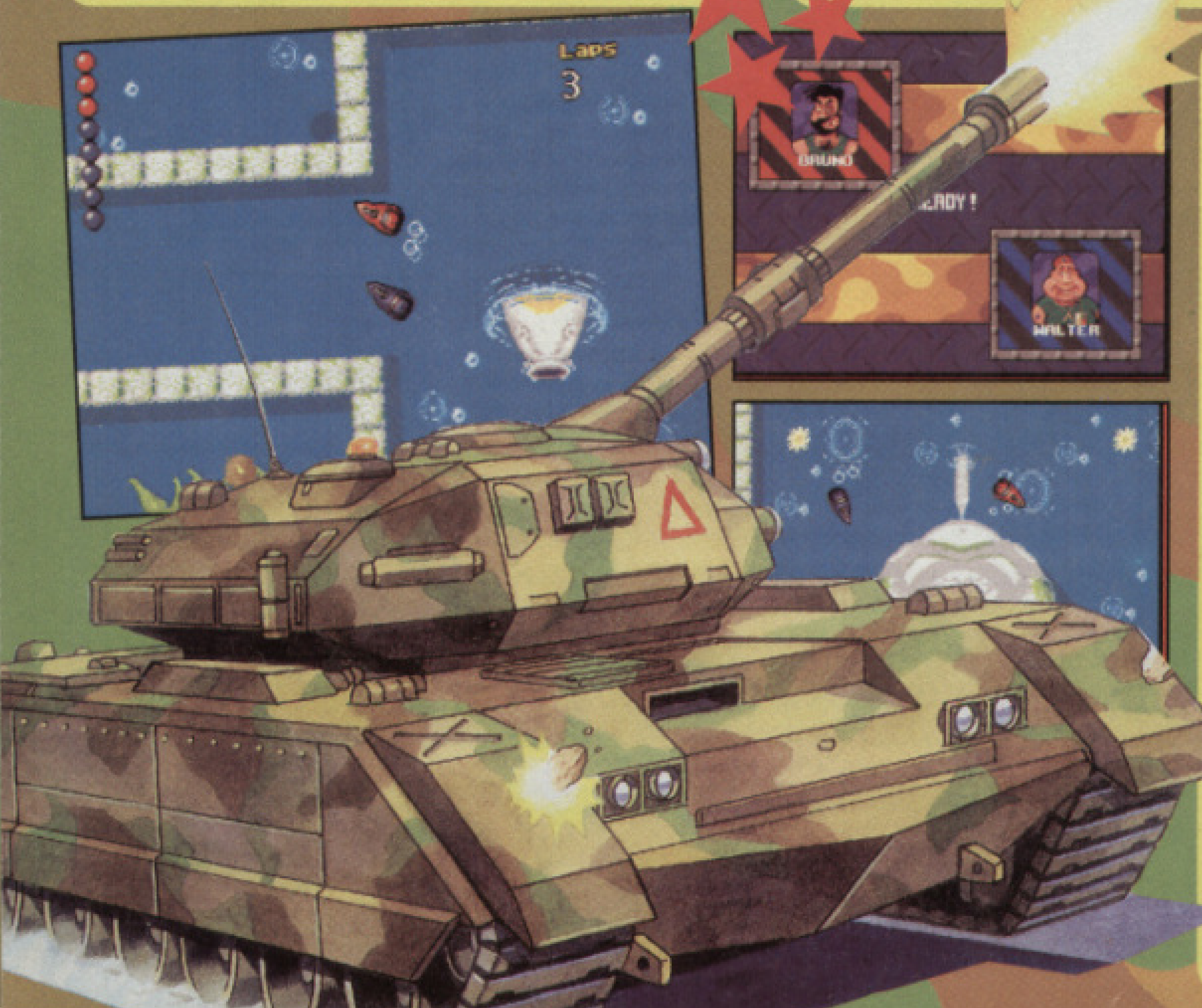
Micro Machines now has a Ghost Mode — just like the one in Saturn Sega Rally! When you race a track in Time Trial mode, your best time is retained in memory, and you can match any future races against a shadow sprite of your best racing performance, adding an edge even to single player play.





THAT WHICH IS NOT BROKEN

The range of options in the previous games were near-perfect and have been wisely taken over for 'Military. The three and four player games are awesome, with players awarded points for pulling ahead. With the weapons, it all becomes more chaotic.



BEACH HEAD

The battle arenas are twenty zones set on small islands, with various scenery features acting as 'cover'. In single-player mode the aim is to stay alive for a set period of time. In multi-player mode it's a matter of being the last one left on dry land. Use all means available!



MICRO GO BIG BROTHER

Saturn owners need not feel left out. Micro Machines 3D will be released later this year and take the game into an incredible new dimension. The fundamentals of the gameplay are the same, with overhead-viewed races, but camera wizardry and polygon courses allow you to zoom in from unprecedented angles. Check this out:



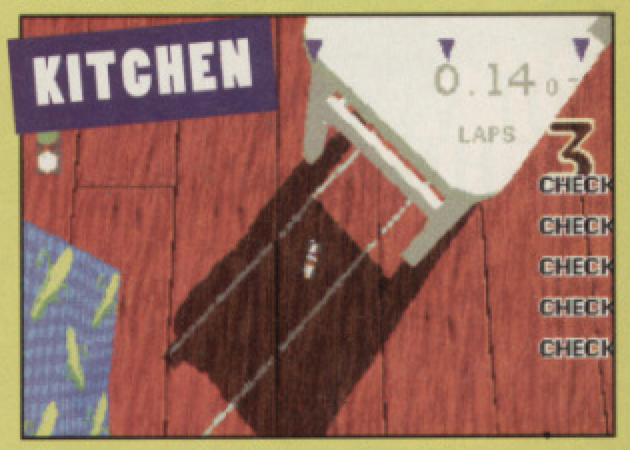
Crazy boats amongst impressive multi-polygonal plants.



Toasters and cereal packet ramps propel you into the air like never before.



The skateboard shows just how solid the game features appear, and the backyard setting is 24-carat Micro Machines.



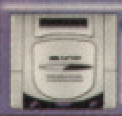
Now you can fall off the table and the camera will follow you between chair legs and over ironing boards.



The red car and the blue car had a race. All red wants to do is stuff his face. He eats everything he sees...



After many complaints of the hygiene risks from sharing sponges and the like with other cars, all machiners now have their own.



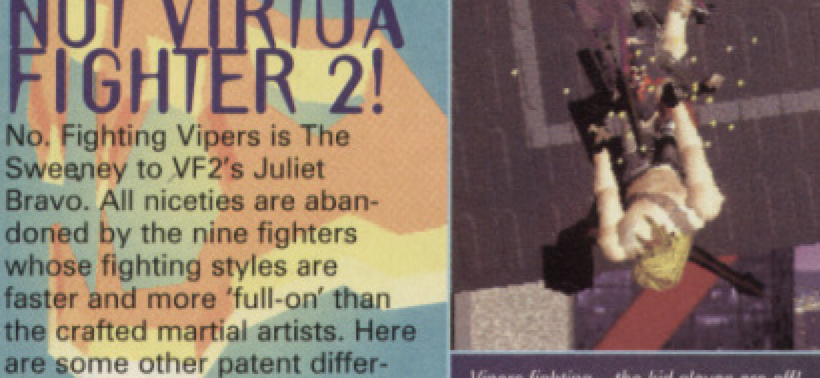


Last year's Virtua Fighter 2: undisputedly the world's greatest fighting game. How could it be challenged? Enter AM2 with Fighting Vipers...

FIGH

Fighting Vipers hit the Japanese arcades when MEAN MACHINES was in Tokyo last December. What might have been dismissed as AM2's desperate attempt to create a new set of Virtua Fighters, has actually turned out to be a potential dynasty of its own — cheekier and more vicious than any other beat 'em up.

Attention has now turned to the Saturn conversion. Once more the gloom merchants have been predicting the machine's inability to cope with the game's cage bars and light-sourced breasts, but neither seem to be a problem for the version we've been playing... On our Saturn... On yours in October. Reviewed next issue.



Vipers fighting – the kid gloves are off!

THIS IS NOT VIRTUA FIGHTER 2!

No. Fighting Vipers is The Sweeney to VF2's Juliet Bravo. All niceties are abandoned by the nine fighters whose fighting styles are faster and more 'full-on' than the crafted martial artists. Here are some other patent differences:



ARMOUR

Each character has two sets of colourful body armour for both the top and lower body areas. These offer a certain amount of protection, which you don't notice until they've been removed. Each character has certain Armour Breaker moves which are the most effective at this job. When armour comes off, it does so explosively, in a shower of sparks and a rapid-fire replay from three dramatic angles. Blows to that area will now do much more damage. And armour doesn't replace itself in the remaining rounds, making it something to hold onto. Many FV players go for the armour just to see the characters semi-naked!

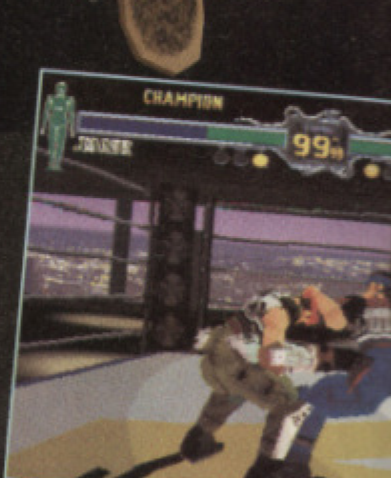




Watch the Vipers peel off!



The three colour-coded stages of armour removal. Green: both sets intact. Yellow: Upper or lower set removed. Red: Both sets removed, liable to incur heavy damage!





A new training mode exclusive to Saturn. Choose from nine types of computer opponents, and learn attacks from the command list. There's a combo and damage meter too.

WALLS

Many doubted the walls would appear on the console version, but AM2 and the Saturn silence the critics again. More than just an adornment to the arenas, the walls are an integral part of the gameplay. Box opponents into them, perform special moves that use them and even, with the right characters, scale them and descend on your enemies.

The cage explodes as Grace sends her opponent flying with a skill move to finish the round.

Many of the Vipers incorporate the walls into their routines. Here Raxel slams his foe into the glass.

LADEEZ AND GENTLEMEN: IT'S THE FIGHTING VIPERS SHOW!

BAHN VIGILANTE GANG LEADER

SPECIALITY: BIG STROKE
ARENA: OLD ARMSTONE CITY

Those familiar with Akira's style from Virtua Fighter 2 will feel comfortable with Bahn. He has many similar moves — the elbow thrusts, even the kidney punches unleashed on fallen opponents. But he's a less honourable, more vicious fighter, with his own repertoire of sadistic street-fighting moves. Bahn may initially seem to have a lot of dull moves, but he's inwardly strong and a character for FV experts.

HONEY

FASHIONABLE GIRL

SPECIALITY:CAT PUNCH
ARENA: BAY SIDE

Honey's a good time girl in every sense of the word. She looks stunning in her PVC micro dress and boots, and there's a blonde version if you gentlemen prefer. She fights like a cat, lunging forward, making best use of those heels or virtually scratching her opponent's eyes out. Her armour-breaking move is typically Honey, naughty but very nice as she thrusts her bare bum into the face of an approaching attacker.







Honey doesn't want to hurt, she just wants to play. But accidents do happen...

RAXEL BATTLE ROCKER



SPECIALITY: GUITAR ATTACK
ARENA: THE CITY TOWER

Raxel's off on a loser with a hairdo nicked straight of Pat 'twat' Sharp, and Gary Glitter style clobber that makes him hard to take seriously. But Raxel is carrying a huge asset strapped to his back — an electric guitar — and he knows how to use his 'axe', even plunging it in when they're lying lifeless on the mat. True sadists will also enjoy Raxel's sickening throwing techniques. With one he snaps the neck of his victim like a small animal, clutching their bodies as they instantly go limp.



When Status Quo were taken off Radio 1, Raxel went berserk. There's nothing more sickening than seeing him stick his guitar in.

TOKIO

JUSTICE VIPER

SPECIALITY: SPIN KICK COMBO
ARENA: BIG FACTORY

At first glance Tokio could be mistaken for being a little boring, but he offers fabulous potential for the combo lover. Forget those feeble fists, Tokio is amazingly agile on his feet, with kick coverage at all heights. Where in VF2, you could learn to 'float' characters with successive hand blows, Tokio can do it with any number of spinning kick combos!





That's neat, that's neat, that's neat, that's neat, I really love your tiger feet!

SAN MAN

MAD RIDER

SPECIALITY: BODY CRASH
ARENA: OLD ARMSTONE TOWN

Every team needs a fat boy for variety, and San Man is your man. Predictably he has the largest range of throws in the game and he fights, frankly, like a TV wrestler from Saturday afternoon's World of Sport. He has a move which involves bowling his opponent tenpin-style that serious players find intensely annoying. San Man would probably like to be a skinhead, but he's actually a bit of a slaphead.



Hold on, I think I can feel me kebab coming back. Bleugh!



We're trying to work out which holes he's sticking his fingers in.



GRACE SKATE QUEEN

SPECIALITY: LEG COMBO
ARENA: ARMSTONE AIRPORT

Aptly named, Grace is gorgeous in movement, and one of the speediest fighters — especially when dashing. Her combo style is reminiscent of Sarah Byrant, but her blows land heavier. Her fast vulcan punches are handy when you have an opponent with their back to the wall, but its her kicks that offer the most damaging development in combos. She has a couple of excellent athletic throwing moves and her dash moves are excellent.



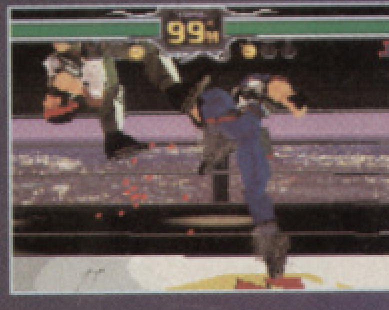


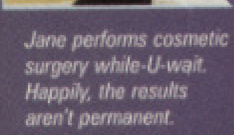
JANE

ENTHUSIASTIC FIGHTER

SPECIALITY: PUNCH COMBO
ARENA: OBSERVATION DECK

She's enthusiastic in a psychotic sense, as no one enjoys kicking a downed adversary than Jane, who obviously models herself on Aliens' butch woman Vasquez. Jane does not shy from extreme violence, with both knee-in-face and fist-in-face throws and the sickening neck fold. She's also one of a selection of the characters who can climb walls.





Jane performs cosmetic surgery while-U-wait. Happily, the results aren't permanent.

PICKY

SKATEBOARD FIGHTER

SPECIALITY: SKATE BOARD ATTACK
ARENA: UFO DINER

Picky is the second 'armed' character, using his skateboard as a means of assault and battery rather than transport. In the Jap version it carried adverts for Pepsi (as did his backdrop) but Sega are 'changing the script' on that one for UK. The board features in most of his moves, which are all a bit cheeky.



Hey kids, unwind after a session of physical violence with the great taste of Pepsi!





Street Racer was a big hit on Megadrive – Ubi Soft are hoping to repeat that success with a new version for Saturn. But rather than opt for some fine tuning, our Continental cousins have gone for a complete overhaul. Marcus visited the French team's pit stop, and spoke to their chief mechanic...

Almost a year on from the 16 bit Street Racer, the game is about to complete a lap of honour in souped up form. Developers Vivid Image and Ubi Soft (the French publishers who brought us Rayman, one of the Saturn's finest platformers) have been toiling on a next generation update of the game – now that work's nearing completion, we were the first to be summoned to Ubi Soft to play the game.

Street Racer puts you in the driving seat of a motorised go-kart. You, and up to eight opponents, can choose from eight karts and eight drivers (all of which behave and respond in different ways). There are 24 tracks to burn around, first place on each hotly contested by your opponents, who'll do anything they can to slow you down. Aside from the clear technical improvements in the new Street Racer (of which more later) there are a number of improved features – simultaneous play with up to eight players; the option to even out the odds by allowing every player to choose the same car and character (you can change their colour to keep things clear); multi-player windows as 'wide-screen' strips or boxes; long distance attacks...the list goes on.

Despite these added bells and whistles, Street Racer remains fundamentally the same – however, although the gameplay is familiar, the programming techniques behind it are groundbreaking.

BOY RACER

Perhaps the most impressive technical aspect of the new Street Racer is its incredible speed – it clocks in at an ultra-smooth 60 frames per second. While we've seen a few games running at such speeds, we'd previously believed that the demands of a racing game (especially one supporting so many players) would make such speeds impossible. "It was very difficult," admits chief programmer Mev Dinc, "When we started with the Saturn we took the machine to bits and spent two or three months studying the hardware, discovering what made it work. Once we'd discovered the machine's strengths and weaknesses, we decided not to program the game in C, but to go straight to assembly language. Writing in machine code was a crucial factor in achieving the speed. I felt we could do a lot more with the Saturn than anyone had yet tried – although machines like Saturn and Playstation are 32 bit, their performance levels are sometimes at 16 bit levels. If you demand too much from the machine, like colours, textures and gameplay, then this can balance out the capabilities of the so-called super consoles."

So, apart from writing in assembly language, how have Mev and his team realised the Saturn's true potential? "We used a few tricks," he smiles. "Basically, we've taken the 16 bit Street Racer and done this [he flings his arms out in a huge stretching motion] to it!"

Mev Dinc – the French programmer in charge of Street Racer.

Although multi-player screens are less detailed, they're just as fast and smooth as single player screens.



And they said it couldn't be done! Street Racer in eight player mode. Stick that in your pipe and smoke it.

Street Racer down under – watch out for beach balls, bombs and the water! This four player option can also be viewed in 'widescreen' strips.

SMART CARS

Of all the innovations in the new Street Racer, the aspect of the game Mev Dinc is proudest of is its artificial intelligence. "The computer will respond to the skill level of each player, whether they're good or bad. The difficulty will adjust so that good players won't feel as though they've conquered all the game has to offer too easily, and players who aren't so good won't ever feel as if they've wasted their effort. Hard work is always rewarded." Evidence of this can be seen in the tournament mode – regardless of how many people are playing, only one has to place in the first four to qualify the entire pack of karts. Less experienced players are carried by the better ones, and still get the chance to experience the different tracks.

CLOUD COVER

Whichever view you select in Street Racer (and there is a big selection to choose from) the rolling clouds keep moving in the same direction. Mev is proud of the fact that they not only cast moving shadows on the ground and over buildings, but that they also engulf the moving competitors in shadow as well. Other graphical innovations include the unprecedented way the inevitable 'pop up' is disguised during fast-moving sections of the game. While even games like Sega Rally feature landscape that suddenly appears as you approach it, in Street Racer the looming buildings gently fade into view and away again. The end result is very smooth and, when you're in the thick of the race, virtually seamless.



In the Transylvania course, the corner of the rope bridge fades out of view as you move away from it – an example of the way scenery 'pop up' is disguised as trackside objects zoom past you.



ROAD RAGERS



HODJA NASREDDIN

Although he's a bit on the large side, Hodja is looking well for his 400 years. He usually restricts his attacks to defensive manoeuvres, and employs his magic spells with impressive effect – not least of which when he transforms his kart into a flying carpet! His home track is downtown Istanbul, and no-one copes with the tight cobbled streets better.







FRANK INSTEIN

This bolt-knecked monster is better-natured than his fictional counterpart, and has a very basic style of driving. Frank's chrome-piped hot rod responds best on his home track – the mist-strewn graveyard in Transylvania. Swamp surrounds the bumpy track, and gravel sections make control tricky.







SUZULU

Africa's foremost (indeed only) rally driver avoids confrontation with other drivers if possible as his car isn't up to much. Although highly agile, his car is a strange-looking contraption made entirely of natural products. Suzulu's home track is the safari course, where the rough sand, rocks and termite mounds of the desert wilderness present no problem.



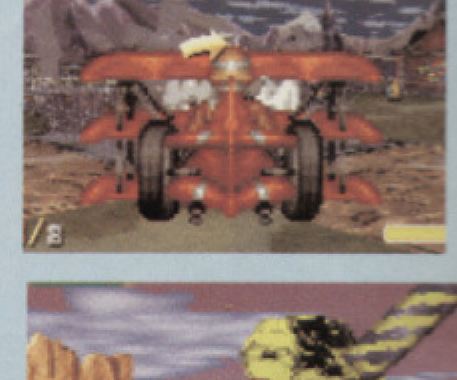




BIFF

The American competitor is big, bad and aggressive. His appalling driving skills and fondness for letting his baseball bat settle any disagreements make him an opponent to avoid. His kart is a powerful 4wd buggy which boasts great handling but suffers from below average acceleration and top speed. His home courses are wide-tracked dirt ovals surrounded by grandstands and overlooked by Mount Rushmore.











MICRO MODE

You'll be able to play the new Street Racer from an overhead viewpoint, controlling up to eight tiny cars on screen simultaneously. Similarities between this part of the game and a well-known game by a rival company are, of course, entirely coincidental. One of the most impressive features about this 'micro mode' is that it's also playable from an isometric viewpoint.







The counters over two competitors' cars indicate how much time they have left before the bombs they've picked up explode. Ditch them quick!

RAPHAEL

The Italian driver is a style conscious gigolo who drives a powerful convertible. He doesn't take kindly to attacks on his sports car and will bear you a grudge in future confrontations if you try your luck. Although Raphael's car is fast, you can take advantage of the fact that its handling and braking capabilities are poor. Raphael's home track is one of Italian countryside, wide blue sky and beautiful cloud. The surface is good and fast, although the curves are very tight.

SURF SISTER

This Australian beach babe drives an open-topped VW Beetle and uses her obvious charm to scupper other players. If you see her blow you a kiss don't be tempted to go near – she'll just be looking for an opportunity to punch you! Her car is fast, but because it's so heavy it often makes a slow start. Surf Sister is naturally at home on the Australian beach, and these sandy tracks are where she performs best.





HELMUT VON POINTENEGGER

A retired pilot from Germany, Helmut's handlebar moustache lends him a comical appearance. He's definitely a driver to take seriously, however – if he decides he's going to plague you during a race then you'll have great difficulty shaking him off. Only extremely aggressive retaliation will send him picking a fight elsewhere. Helmut drives a Mercedes that can transform into a Red Baron-style triplane, and is best on a disused airfield in the Bavarian countryside.

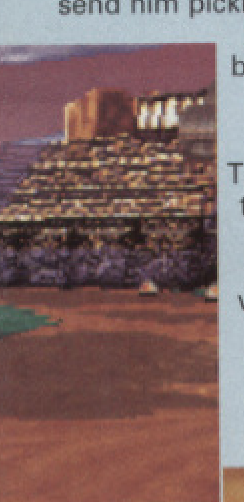


SUMO-SAN

This ex-Sumo champion uses futuristic gadgets to gain the upper hand, the most impressive of which is his tracked Future Machine vehicle. This has superb handling and is equipped with a device that can electrocute opponents. Sumo's choice of track is Future City – the roads themselves are made of smooth metal which other drivers may have difficulty negotiating.



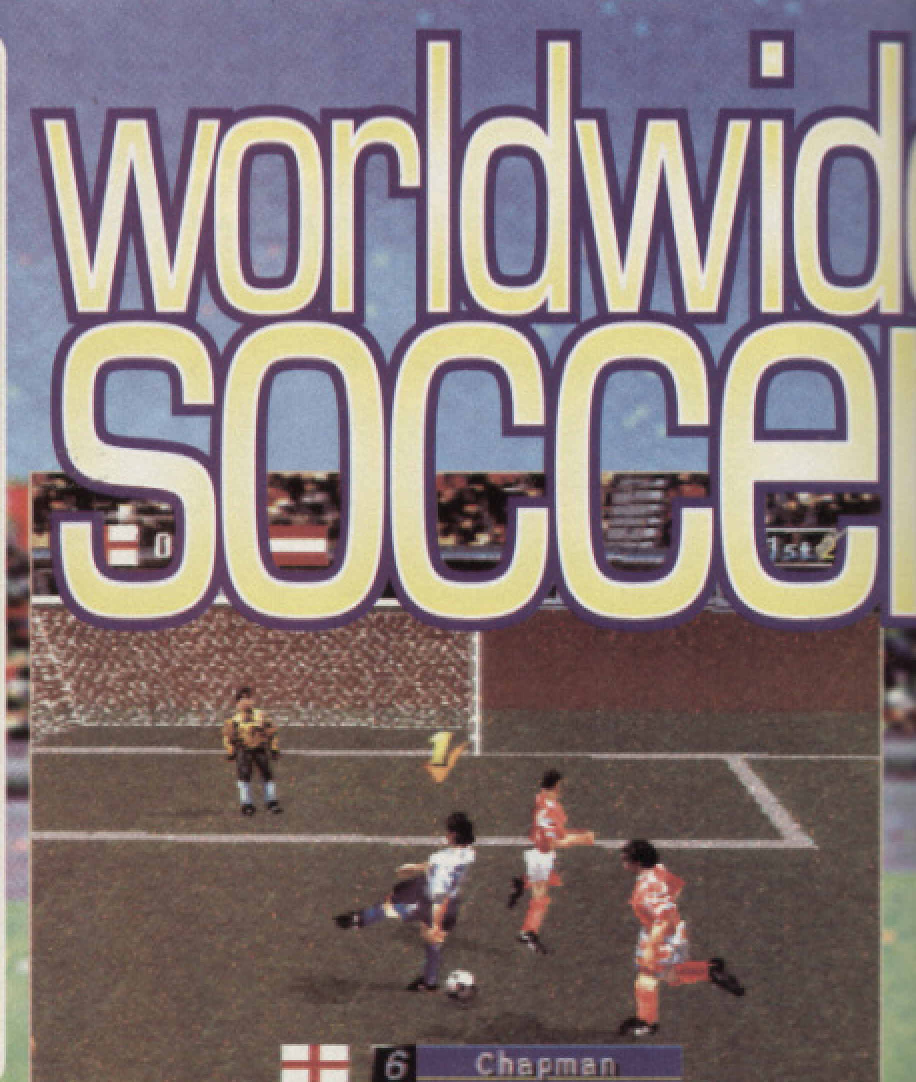
This sequence illustrates the impressive range of vision Mev and his team are programming into the game – the d-pad can take you on an aerial tour of each course, which can be observed from a number of different angles before or during a race. Hurrah!







worldwide soccer



A word of warning if you're considering selecting the custom EMAP team – Samantha Hickman and Claire Coulthard are both girls. Just thought we ought to let you know.

EUROPE UNITED

One major advance over the original Worldwide Soccer is the range of teams. From a paltry 12 to a respectable 48! The European programming team are hoping to include all the national anthems as victory themes. MEAN MACHINES demanded representation, and you'll find some of the team — Swan, Coulthard etc. playing for Scotland. Gus, of course, is their most talented player. You have total freedom to alter teams with the editing feature.

Berkley
Bruce
McVitte
Swan
Kelsall
Hickman
MacGregor
Brookes
Coulthard

A formidable line-up of journos and general layabouts prepare to take Scotland to glory. In the words of one of that country's greatest sons: "You're doomed! You're all doomed!"



SKILLAGE

The basic controls allow you to pass, chip and shoot, but a host of variations in control support the more discerning player. By holding the button, or tapping it twice, you can produce long or shot passes, vertical chips, ground level shots, one-two passing maneouvres. Even easier is backshooting and chesting a ball from the air. Now move onto do dummy shots and agile shimmy moves.



'97

For Saturn owners, the ghost of Victory Goal is finally about to be set to rest. Much was expected of the early Saturn title that promised the first fast realtime 3-D football experience. MEAN MACHINES however could barely disguise its disappointment with the simplistic, substandard fare that turned out to be the actual product.

The time spent since then working on the sequel has been put to good use. You can hardly recognise Worldwide Soccer '96 either by look or gameplay. It boasts a high-resolution pitch and a completely new type of motion capture animation. The arcade gameplay has been replaced by a subtle, skill-based mode of play that uses the whole joypad and combination moves. The game has also been tailored for the more demanding European market by an extra team based at Sega UK. Quite possibly the 'Shearer' of football games this Christmas.







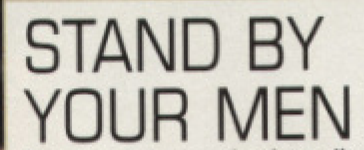


"Giggs? Oh yes, marvellous. Giggsy, isn't it? Giggsy wiggsy. Giggsy wiggsy wiggsy? Is Giggs the new Best? Or was Best the old Giggs? Hmmm. Marvellous."

ANIMANIACAL

The player movement has to be seen to be believed, but takes some getting used to. Players don't just bounce the ball off their feet (unless it's touch play). They slow themselves, trap the ball, turn and dribble. All kinds of subtleties like stumbling are part of the play, and the computer controlled characters are just as good – jogging, backward running and making running interceptions.





STAND BY YOUR MEN

The 'environment' select allows you to fiddle with cosmetic aspects of the game, choosing between three stadiums (including the towering Secondo stadium). Night or day, rain or shine, play is possible, the night games are particularly impressive with their four-way animated floodlit shadows.



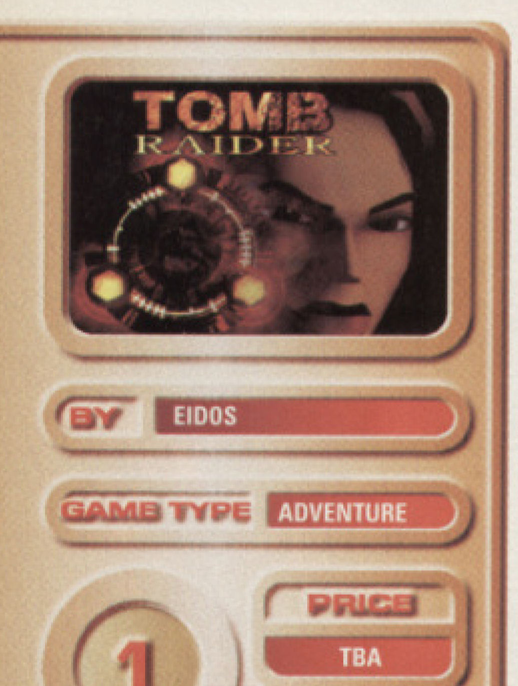


"Small boys in the park on Saturday morning? Oh yes. Jumpers for goalposts? Marvellous, just marvellous. Enduring image, enduring image."

BLOOM–ING MARVELLOUS!

No soccer game is complete these days without a commentary, and as Worldwide Soccer was originally Japanese, Sega Europe had to find a new angle. They picked Gary Bloom, presenter of the cult Football Italia on Channel 4. The new approach extends to the way the commentary works. Rather than just recite players and make random comments, the commentary tries to interpret the flow of the game – noting tactics or attacks building as well as the general flow of play.





BY EIDOS

GAME TYPE ADVENTURE

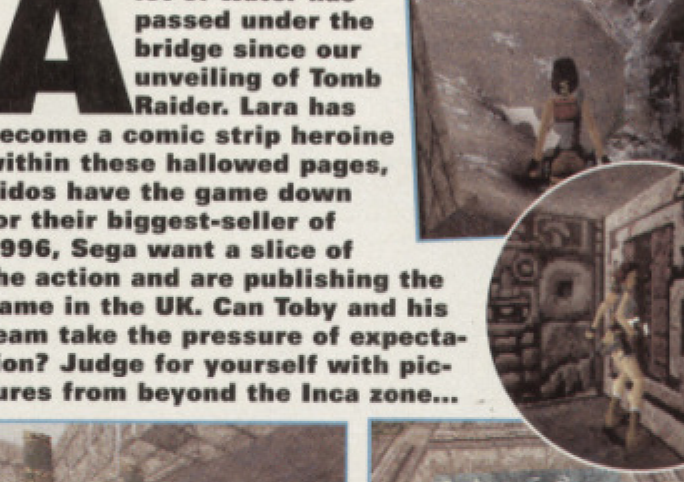
1 PLAYERS

PRICE TBA

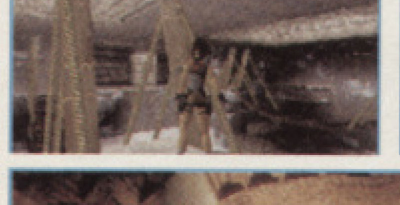
RELEASE OCTOBER

COMPLETE

A lot of water has passed under the bridge since our unveiling of Tomb Raider. Lara has become a comic strip heroine within these hallowed pages, Eidos have the game down for their biggest-seller of 1996, Sega want a slice of the action and are publishing the game in the UK. Can Toby and his team take the pressure of expectation? Judge for yourself with pictures from beyond the Inca zone...







STORY DEVELOPING

The adventure gameplay has begun to take shape, with each level littered with switches, puzzle keys and doors. Often visual clues are given, with the view jumping to a door opening elsewhere on the level.



MORE MONSTERS!

New creatures abound, with baboons, giant crocodiles and rats in this new version. Lara has new weapons with which to dispatch them – Uzis, Magnums and a slick pump-action shotgun!







TOMB RAIDER

AWESOME SETTINGS

FOOTPRINTS

Marks in the snow reveal the presence of creatures. Lara explores the caves deeper.



ANCIENTS

In a vast cavern, Lara cranes her neck to take in the vast scale of ancient architecture.

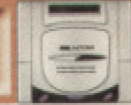




METAL CITY

A stunning effect as luminous water ripples beneath a transparent floor of metal grating.







TUNNEL B1

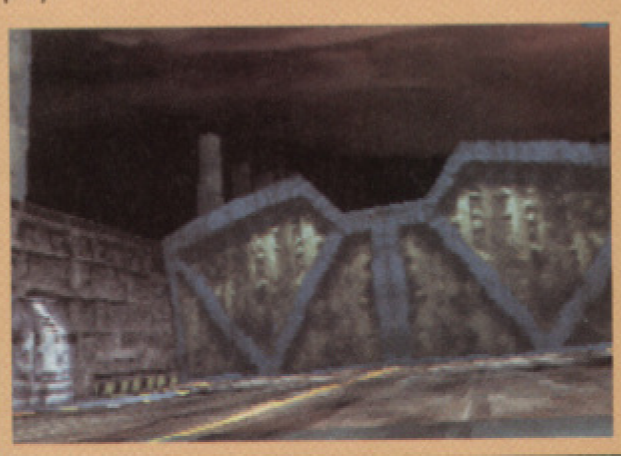
Much hyped at the last ECTS show in the spring, Tunnel B1 is the first big work to come from Neon, a German developer working mainly for Mancunian software house Ocean. However, after all kinds of intrigue over the summer, Sega UK have stepped in to publish Tunnel B1 for Saturn with an exclusion period on other formats. So obviously they think it's that good.

Tunnel B1 certainly has a leg-up in the visual department, with smooth, detailed 3D garnished with the latest light-sourcing techniques. The player has full freedom to explore the subterrenean world, even if it is a little claustrophobic, making this more of an adventure than a racing game.

The objective is quite simple – reach the end of the tunnel within the time limit, after destroying just about everything that gets in your way. There are complications to the gameplay, of course, which becomes more tangled the further into the game you get. Tunnel B1 can trade on being an unusual and distinctive addition to the Saturn's library. More than that we can say in our review next month.

GOOD CLEARANCE

The tunnel areas are subdivided by blast doors or gates. Negotiating these by activating switches or using your weapons is a large part of the gameplay.





THE TRIPODS

You are not welcome in this particular network of tunnels, and a number of security measures are employed against you. The first of these to face are tripod guns and mortars. Later these become more sophisticated, with shields.



Don't mess with these tripod guns.

BOLT HOLE

The network can become extremely confusing, but luckily the game offers a map within easy reach. This comes into its own when you reach forks and junctions.

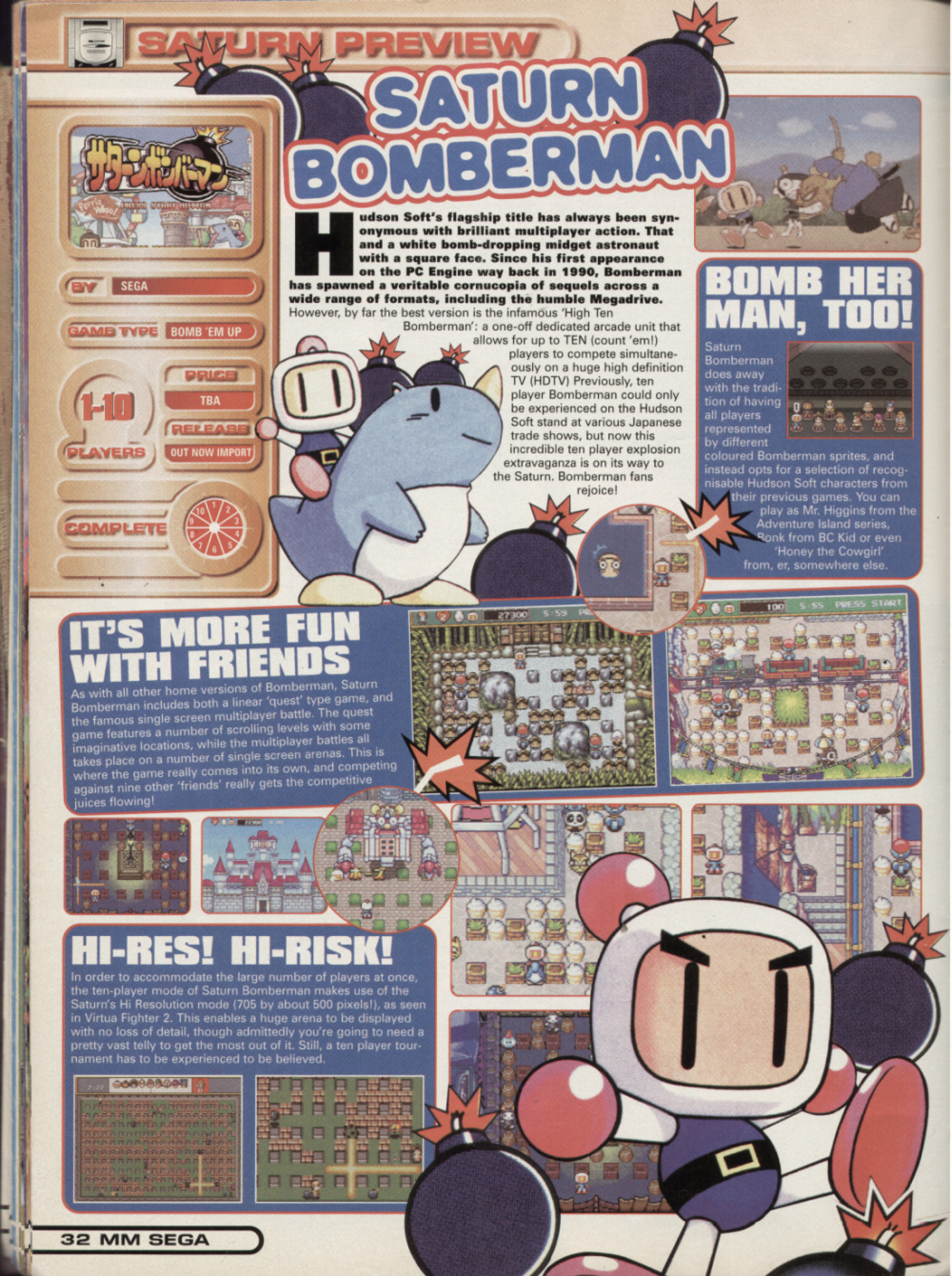


The map is easy to access — too easy by the accounts of frustrated players.



Either two turds coated in gold leaf, or a Tunnel B1 tank.

SATURN BOMBERMAN



BY SEGA

GAME TYPE BOMB 'EM UP

1-10 PLAYERS

PRICE TBA

RELEASE OUT NOW IMPORT

COMPLETE

Hudson Soft's flagship title has always been synonymous with brilliant multiplayer action. That and a white bomb-dropping midget astronaut with a square face. Since his first appearance on the PC Engine way back in 1990, Bomberman has spawned a veritable cornucopia of sequels across a wide range of formats, including the humble Megadrive. However, by far the best version is the infamous 'High Ten Bomberman': a one-off dedicated arcade unit that allows for up to TEN (count 'em!) players to compete simultaneously on a huge high definition TV (HDTV) Previously, ten player Bomberman could only be experienced on the Hudson Soft stand at various Japanese trade shows, but now this incredible ten player explosion extravaganza is on its way to the Saturn. Bomberman fans rejoice!

BOMB HER MAN, TOO!

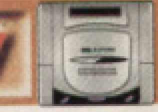
Saturn Bomberman does away with the tradition of having all players represented by different coloured Bomberman sprites, and instead opts for a selection of recognisable Hudson Soft characters from their previous games. You can play as Mr. Higgins from the Adventure Island series, Bonk from BC Kid or even 'Honey the Cowgirl' from, er, somewhere else.

IT'S MORE FUN WITH FRIENDS

As with all other home versions of Bomberman, Saturn Bomberman includes both a linear 'quest' type game, and the famous single screen multiplayer battle. The quest game features a number of scrolling levels with some imaginative locations, while the multiplayer battles all takes place on a number of single screen arenas. This is where the game really comes into its own, and competing against nine other 'friends' really gets the competitive juices flowing!

HI-RES! HI-RISK!

In order to accommodate the large number of players at once, the ten-player mode of Saturn Bomberman makes use of the Saturn's Hi Resolution mode (705 by about 500 pixels!), as seen in Virtua Fighter 2. This enables a huge arena to be displayed with no loss of detail, though admittedly you're going to need a pretty vast telly to get the most out of it. Still, a ten player tournament has to be experienced to be believed.



CRIME WAVE



BY: EIDOS

GAME TYPE: SHOOT 'EM UP



PRICE: IMPORT TBA

RELEASE: SEPT



COMPLETE



Crime Wave — it could be the fashionable haircut the Kray brothers had in the Sixties, but it's not, it's a new concept in driving games from the Domark branch of Eidos, and their first Saturn title.

Set in the extremely fictitous city of Mekeo, where the car is King, Crime Wave puts you behind the wheel as an Enforcer, a bounty-hunter who takes radio instructions on cars to be 'hit' as they roam around town. Every massacre leads to a cash credit which can be traded in at city garages for improved vehicle abilities and a range of hardcore weapons to replace your 'pop gun'.

Eidos can't rely deny shades of Micro Machines about the graphics and control presentation, but point to the remarkable isometric view, which rotates to handle the perspective and also gives a feeling of depth between foreground and background.

Scheduled for release sometime over the next two months, we're confident of bringing you the review next issue.



TAXI DRIVER

The gangster business is so overmanned, that you find yourself vying for 'business' in Crime Wave. Every time an assignment is given, other enforcers, including the dreaded yellow cabs, will seek the victim. Often you have to take out your competition before going for the real target.



Perforate 'legitimate' targets with your Goldfinger-style rocket launchers.

ROAD ABUSER

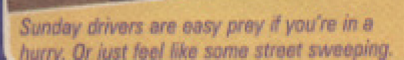
A large portion of fun comes from terrorising the law-abiding car and van drivers using the network of streets in Crime Wave. These have been programmed with their own Artificial Intelligence, forming queues, swerving to avoid oncoming traffic etc. They are totally expendable.





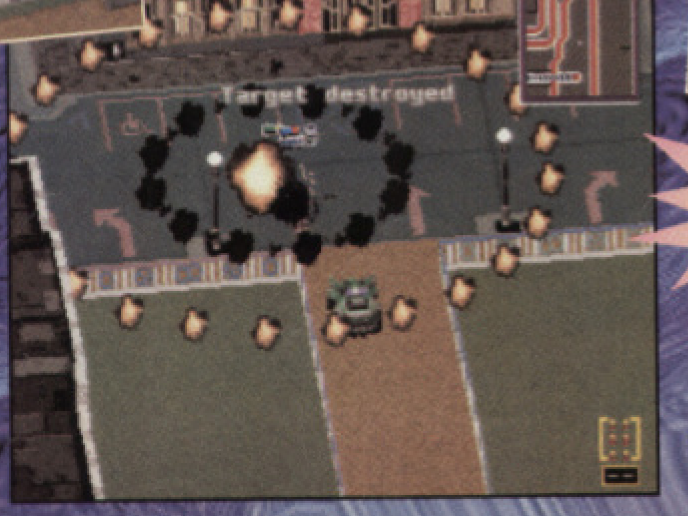
Exlosive-tipped shells mean your front mounted cannons do the business with spectacular effect. The road's just aren't safe these days etc. etc.





Sunday drivers are easy prey if you're in a hurry. Or just feel like some street sweeping.





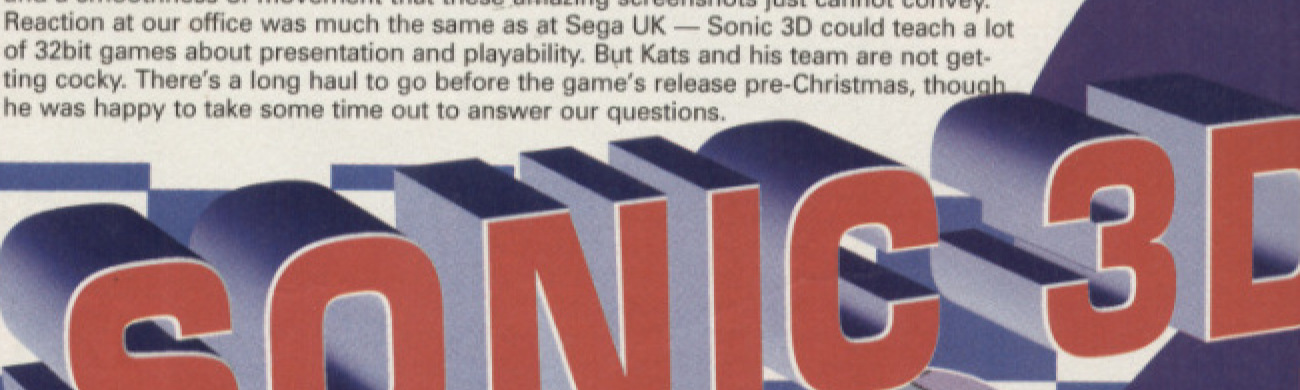
THE SPLITS

Crime Wave is due a two-player mode, with both battling it out for kills and their opponents destruction. The game is played across eight scenery zones of the city, with ramps, elevated sections, parks, suburbs and beaches.

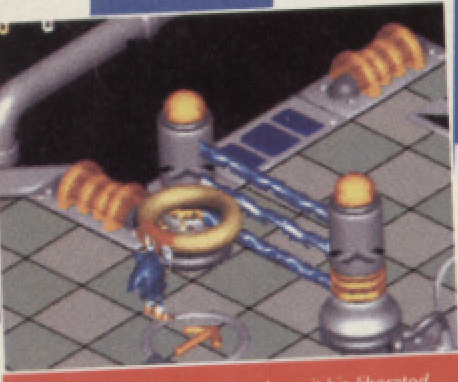


A lot has happened since we brought you the very first news (anywhere) on Sonic 3D, Sega's last blast with their mascot on the Megadrive. The multinational programming team — involving Sega Japan and Travellers Tales (creators of Toy Story) has been beavering away on a further four of the game's seven levels, and even found time to add a couple of bosses as well.

Sega expectations of the graphics have been spectacularly surpassed, as each new zone throws up wonderful background renders, a large amount of in-game character animation, and a smoothness of movement that these amazing screenshots just cannot convey. Reaction at our office was much the same as at Sega UK — Sonic 3D could teach a lot of 32bit games about presentation and playability. But Kats and his team are not getting cocky. There's a long haul to go before the game's release pre-Christmas, though he was happy to take some time out to answer our questions.

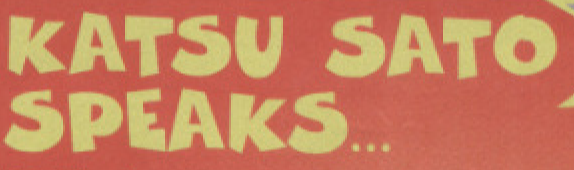






On each course Sonic must deposit his liberated flickies into giant rings like this.

KATSU SATO SPEAKS...



MM: What have Travellers Tales done previously on Megadrive?
Kats: Their best known games are probably Mickey Mania and Toy Story.

MM: How long has Sonic 3D been in development?
Kats: Since January of this year.

MM: Why have you decided to make this Sonic game completely different from the others?
Kats: We wanted to use rendered images for the background and characters and we though that would look better in 3D. Also, it was time for something new.

MM: Do you think then that the previous 2D formula had been fully explored?
Kats: No, but we just thought that this game would be better in 3D.



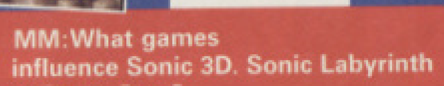




Dash through pipes at high speed Sonic 2-stylee to access different parts of each level.



Keep a look out for tucked away areas behind walls or along tunnels.



MM: What games influence Sonic 3D. Sonic Labyrinth on Game Gear?
Kats: This was mainly an all-new concept. Perhaps Donkey Kong was an influence because of the rendered characters, and Flicky was for collecting Flickies, but other than that we tried to create something new.

MM: How were Sega involved in the project?
Kats: Sega of Japan came up with the game design and level designs. It was Sega who created the main character designs. Travellers Tales are doing the programming and 3D backgrounds. Mr Yuji Naka [creator of Sonic and NiGHTS] was also involved. He approved the concept and has often checked to see how things are going during development.

MM: What technical aspects would you highlight?
Kats: The main achievements are the very large size of the levels and the speed Sonic is able to attain moving through a 3D environment.

MM: What else are you particularly happy with?
Kats: We think we have designed a game with great replay value. Even when you finish it there will be much to find. There are a many secrets in Sonic 3D.

MM: What novelties are in there?
There are new features like cannons, and many from old Sonic games. There will be bonus rounds and many hidden areas.

MM: Will Knuckles and Tails make an appearance, and will they be playable characters?
They will both be in there, but hidden so you'll have to search. They won't be playable.



MM: Do you think Sonic 3D pushes the Megadrive to the limits? Is it the last Sonic Megadrive game?
Kats: Yes, this is definitely a big achievement to get on a 16-bit machine. As for a sequel, if this is a big success like we hope, there could be, but nothing is decided.

MM: Thank you very much.

BIRD BRAIN

Popping flickies out of enemies and popping them through the large rings are the game objectives. Previously, there seemed to be no variation between the different coloured flickies, but we've spotted that each has its own characteristic pattern:



Wanders slowly, but takes little hops, so can be a tricky flicky.



Jumps about all over the shop, and takes skill and patience to nab.





Has a tendency to wander, but stays close to the ground.



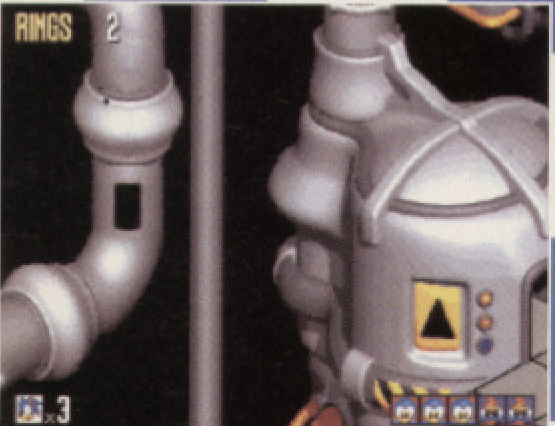
The easiest to collect, as they rotate in tight circles.

EXPLORE NEW WORLDS

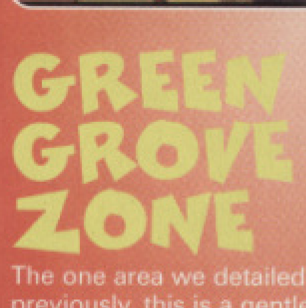
Sonic 3D's designers have imagined seven new playing areas. These refer to the previous Sonic games for some kind of inspiration, but the graphics techniques and gameplay are completely different. Here are five of the levels:







These pipes shoot Sonic between different areas at incredible speeds. Keep an eye on the observation ports.



GREEN GROVE ZONE

The one area we detailed previously, this is a gentle opening zone that eases you into the weirdness of the rotational control method and the task of collecting flickies. There are lots of wide open spaces and the contour of the scenery is generally flat.







RUSTY RUIN ZONE

The obvious scenic influence here is the Marble Hill zone from Sonic 3. The landscape gets trickier, with several steep inclines scaled by timing your jump onto a series of retractable platforms. There's also lots of use of a new spinning pad device, that allows Sonic to pirouette a path through a specific type of barrier.



VOLCANO VALLEY ZONE

Probably the most demanding level as stands. The maze is surrounded by a glowing mantle and paths are dissected by animated rivers of lava, some of which are traversed on moving platforms. Flame jets make the job of holding onto a long train of flickies a real challenge.

DIAMOND DUST ZONE

Maybe a girl's but not a hedgehog's best friend. Forget the reference to gems, this is an ice level, good and proper. The playing surface is a slippery hell, accentuating the new found inertia in Sonic's control. This area also has the cutest enemies to date — snowmen who puff themselves up and explode in a shower of deadly snowballs. The frozen environment provides the excuse for some superfast downhill riding sections, with Sonic encubed in ice.

These banks of rotating ventilators carry Sonic along on torrents of hot air. Fantastic!





GENE GADGET

The team have shuffled this further into the game, because it looks spectacular and is quite tricky. The solidity of the metallic graphics on the pipes is stunning to see on the Megadrive, and the speed the game maintains is pretty awesome. There are more scenery hazards — rotating lasers and electrified pads — than the other zones and trickier enemies. You get this far and you also get the chance to experience weightlessness, with whole areas tiled with upward facing superfans!





Gold rush!

The Atlanta Olympics have come and gone, and weren't they fun? The only thing missing from the great extravganza of sport was British success. God, weren't we crap? All credit to our champion rowers, and the women's welly-chucking team who both triumphed, while the rest of our squad of 'world-class' athletes limped home to star in some more adverts.

It's up to you now to rewrite history with Eidos' stunning Olympic Games and Olympic Soccer games. Both passed the MEAN MACHINES review qualifying height, with Soccer particularly amongst the medals with a staggering 94%. Soccer is the most playable Saturn football game to date, and Games offers fifteen event disciplines.

To celebrate their ongoing success, Eidos (they used to be US Gold) are offering tons of Olympic themed goodies, including a highly original star prize. Our first prize winner will pick up a Swatch (official timer of the games) presentation pack of SEVEN (count 'em) Olympic watches, distinctively styled from previous championships, including Moscow (1980), Los Angeles (1932), Rome (1960) and Stockholm (1912).

Three other winners will share the booty of Official Olympic kit stuff – we've got a load of official shorts and T-shirts which should still be worth having even though they've been modelled here by the Mean Machines team (we managed to scrape the crust off the one Dan was wearing). And as if that wasn't enough, we've secured (by no mean effort) a copy of each game for all the lucky winners.

win!



win!



How To Play

To win, look at the following list of places – all of these cities have hosted the Olympic Games except one. Pick out the imposter city and write it in the space provided.

Los Angeles	Amsterdam
London	Melbourne
New York	Atlanta
Paris	Tokyo

The city which has never hosted the Games is:

Tie Breaker: Complete the following statement in no more than 20 words. In the event of a tie, the most imaginative response wins the prize.

The greatest Olympian of the Atlanta Games was:

All entries to arrive by Friday 4 October. The judges' decision is final. Normal competition rules apply.

EVERY NIGHT IT'S THE SAME ROUTINE.

EVERY NIGHT, BEFORE I GO TO BED, I PUT **OXY MEDICATED CREAM** ON MY FACE. IT WORKS WHILE I SLEEP, UNBLOCKING MY PORES. AND BECAUSE I USE IT EVERY NIGHT IT KEEPS THEM CLEAR, HELPING TO PREVENT SPOTS AND BLACKHEADS. OK, SO I'M A ROUTINE FREAK. BUT I'M NOT A SPOTTY ROUTINE FREAK.





SPOTS? OXYCUTE 'EM WITH OXY 10!

OXY 10 TREATMENT FOR SPOTS CONTAINS BENZOYL PEROXIDE · ALWAYS READ THE LABEL · OXY AND OXYCUTE 'EM! ARE TRADE MARKS.

DAN'S TIPS

Greetings dreamers. It is I, NiGHTS! Defender of Nightopia! Champion of Sleep! The cream in Yuji Naka's coffee! And most importantly: Sega's new mascot! Yes, that's right readers, Sonic is yesterday's news, and just to prove it I've crossed the void between dreams and reality to come and host this month's MMS tips section. Now that I've defeated Wizeman and freed Nightopia, I've got a bit of spare time on my hands, so expect to see me making a few more public appearances in the near future. You know – supermarket openings, charity events, critical wards in hospitals, that sort of thing. If you've got any tips, send them to my right hand man at: Dan's Tips, Mean Machines Sega, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. As usual there are loads of prizes on offer, but especially this month because no-one's sent in any decent tips last issue. Anyway, toodleoo. I'm off to catch some shut eye! Well, Nightmares have to sleep too, you know!



SATURN

SHELLSHOCK



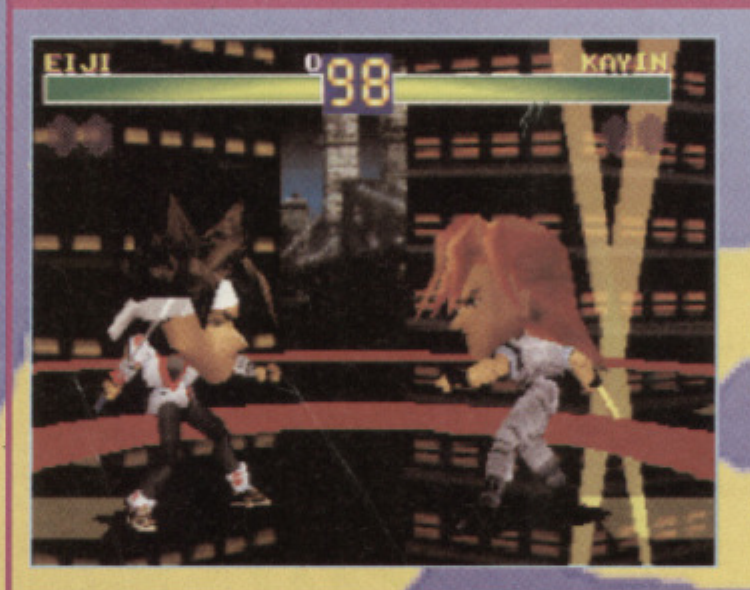
CHEAT MENU

Bit of loose cannon this cheat I'm afraid (tee hee). We haven't had time to check it. When in the hangar, enter this sequence: down, up, down, up 7 times, down, down, A, A, A. Do it right and a cheat menu should appear. Or, er, possibly not.



Some hardcore bad ass funky tank action fool! Word up!

TOSHINDEN REMIX



BIG HEAD CODE

At the title screen press and hold the 'L' and 'R' shoulder buttons, then select your character as normal. Start the game and, hey presto, your chosen fighter will have a top swollen cranium. Toshinden Kids! Sort of.

CONTROL THE BOSSES

To play as either Sho or Gai you must beat the game on the hard difficulty setting without dying. You'll know if you do it right because you'll have fight Cupido at the end. Now in the one player select screen Sho and Gai are selectable. To play as Cupido highlight Sho, hold up and press B. If you've done it right you'll hear Cupido say 'Ha'.

ALTERNATE CHARACTER COLOURS

Press and hold either A, B, or C whilst selecting your character to see them in an alternative uniform colour.

VIRTUA FIGHTER KIDS

PLAY AS DURAL
VF2 players should be familiar with this code. On the character selection screen highlight Akira and press down, up, right, left and A. You should now be able to play as Dural. To play as gold Dural highlight Akira and press down, up, left, right and A.

FISH IN DURAL'S HEAD
At the character select screen after you enter the Dural code press and hold down C (when you choose between Normal and Kids mode) until the match begins. You'll see a red fish floating inside Dural's head. Watch carefully and you'll notice that the fish makes funny expressions during the fights. Brilliant!

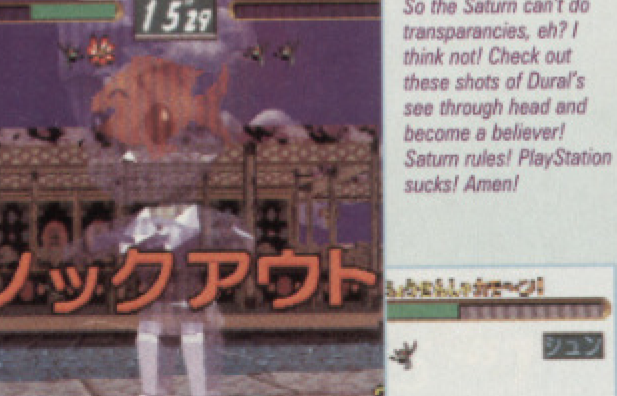
WIRE-FRAME MODE
Press and hold the 'L' shoulder button whilst selecting a character, and kept it held until the round starts.

FMV ENDINGS
Beat the game in Arcade mode and you will get treated to a FMV ending for yourcharacter. Then a mini movie theater option opens up in the options screenwhich allows you to watch the endings for those characters you have won with.

SELECT CAMERA ANGLES
In Watch Mode you have a choice of seven different camera angles. Press X to geta random angle, and from there press any of the other buttons to view a different wacky perspective.

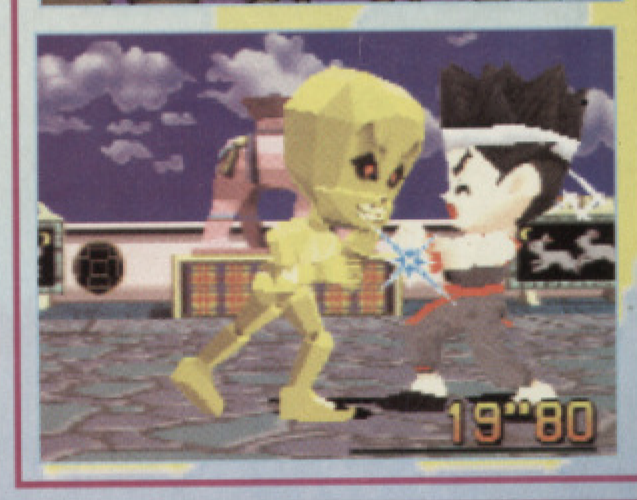






So the Saturn can't do transparancies, eh? I think not! Check out these shots of Dural's see through head and become a believer! Saturn rules! PlayStation sucks! Amen!

















NHL POWERPLAY '96

NHL POWERPLAY

RAD ARMY TEAM!

When the screen fades from any screen to either the quick start or main team select screen, press and hold down the A,Y and C buttons. Now, look on the left of the Duck's team logo and you should see a new Rad Army Team logo. The Rad Army team is the Radical Entertainment developers team, and has a rating of 99! Now, get the puck out of my face!





'Coach! What kind of cola is this? This isn't Pepsi!?'
'It's all you deserve Kochanski!'
'Lets get back out on the ice guys!'

NBA

NBA ACTION

FREE FLOATING CAMERA ANGLE

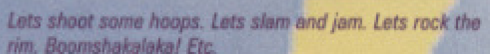
To get the hidden free floating camera angle in replay mode simply pause the game, select replay and enter the camera change mode. Now hold down both Z and either the 'L' or 'R' shoudler button, and use the d-pad to move the angle around.

CHANGE YOUR SIDE OF THE COURT



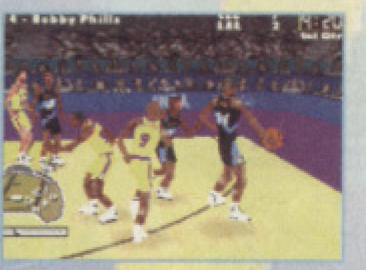
To change the side of the court you are on, go to the main play menu, highlight the 'select court' option, hold down the 'R' shoulder button and press Z. Simple.





Lets shoot some hoops. Lets slam and jam. Lets rock the rim. Boomshakalaka! Etc.







MEGADRIVE

SPIDERMAN: SEPERATION ANXIETY

PASSWORDS

Having an anxiety attack thanks to this game? Fear not, for help is at hand in the form of these handy level passwords.

4	DCCPMH
8	MDRKJP
12	STSPPC
13	QPMJCV

LEVEL SELECT

To start on any level, enter the password "SCBCRS". Note that you can't finish the game this way, as you'll return to the Level Select screen whenever you die.

HARDER GAME

For those of you who've sailed through this game and require an even greater challenge, enter the password "MRRYPN". Hmmm. My spider sense is definitely tingling.

SECRET ROOM

At the beginning of the first level, walk to the upper corner of the street so you're standing at the edge of the screen next to the garbage can. To enter the secret room, just punch.

When you've defeated all the enemies in the room, an extra life will appear. Wait a couple of minutes and four more lives will appear. Grab these before the screen fades and you'll return to level one with eight lives! Happy web slinging!



actua GOLF

Available on Saturn and PlayStation. Coming soon to PC CD-ROM

"The best golf game ever"
PlayStation Plus

92%
Total Saturn

9 out of 10
PSX-Pro

4 out of 5 "The best PlayStation golf game"
C&VG

8 out of 10
PlayStation Star Player Award
Official PlayStation Magazine





Featuring Peter Alliss - "The Voice of Golf"

- Live interactive commentary
- Spectacular scenery using 3D technology
- Two challenging courses to fully test your golfing skills
- True playing environment enabling total freedom of movement
- Fully customised players and club selection
- Multi-player options
- Multi-view shot tracking and replay
- Save game options to track your improvement



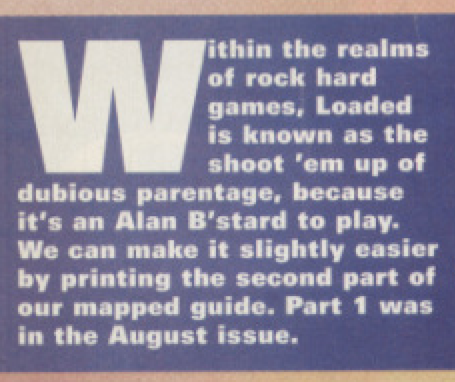












Within the realms of rock hard games, Loaded is known as the shoot 'em up of dubious parentage, because it's an Alan B'stard to play. We can make it slightly easier by printing the second part of our mapped guide. Part 1 was in the August issue.



PART 2

LEVEL 6

This barren level looks a mess. It's also very drawn out, as you seek four fuel pods and bring them back to the entry-point. Two types of enemy – scorpions and hounds – wait to ambush you. The only way is to edge through the level taking them out in small groups. Attempting to run through them will only lead to you being overwhelmed. The scorpions are particularly bad at mobbing you, so keep a smart bomb for emergencies.

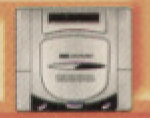




LEVEL 7

This level is a huge quad, with keys set in locked sheds at each corner. The only open one holds the red key and is set in the bottom right. Once all have been collected, head for the large building in the centre. You can run, but not walk up the green hillsides around that area.





LEVEL 8

The first of a two part vast complex where finding the exit is the objective. Take full advantage of the doors blocking off the level into small compartments, and take time to explore for transporter links to rooms filled with bonuses. You begin in the bottom right corner of the map.

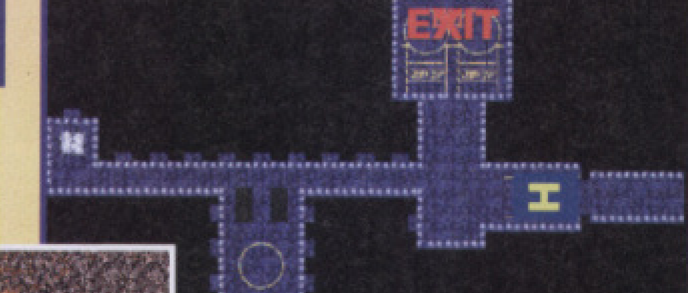
LEVEL 9

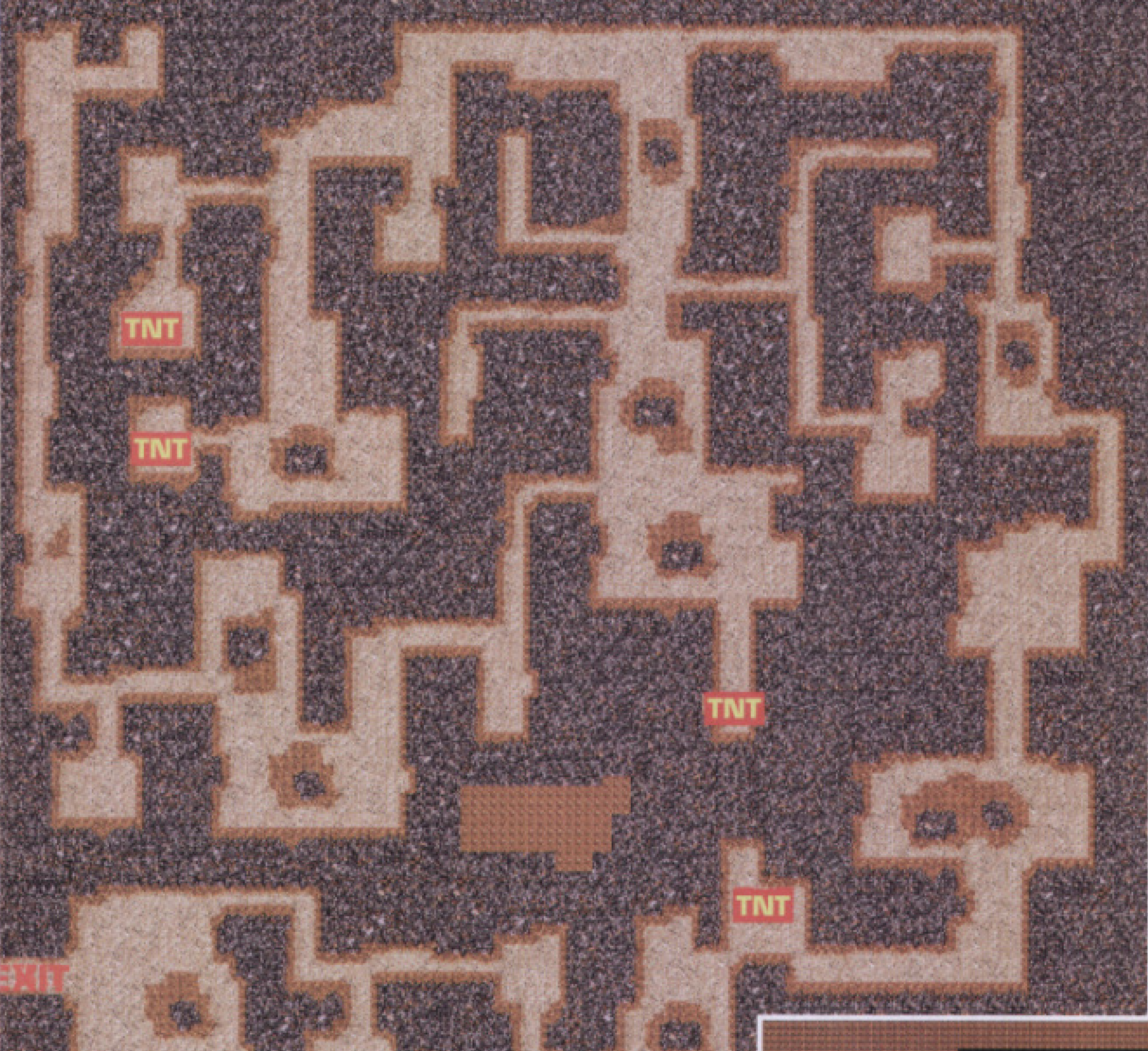
This is similarly sprawling to the Space Port 1 preceding level. The first key you want is at the end of a very long corridor. A good tactic to use in these corridor levels is allowing the free-moving guards to congregate at a door, then up it for a fraction of a second. Long enough to frag them, not long enough to let any of them through.



LEVEL 10

An uncharacteristically short level, with most of the action reserved for the Docking Bay leading directly to the exit. Go around the rest of the level to power your weapon before confronting the hordes emitting from the doors. There is also a sneaky clutch of pods you can see on the right-hand side of the screen which cannot actually be reached. Ignore them.







LEVEL 11

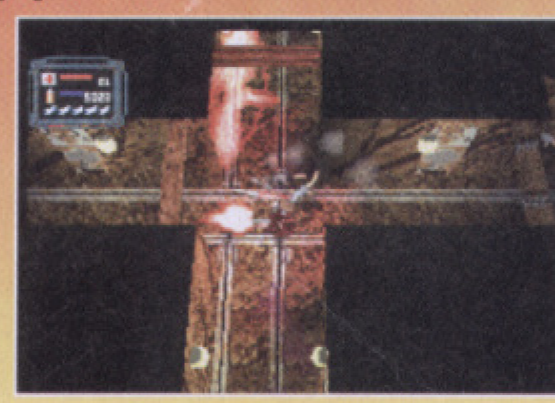
Dotted around the level are crates of TNT you require to break the fence that blocks the exit in the far bottom left. Make you way to the marked TNT places before you attempt to leave.

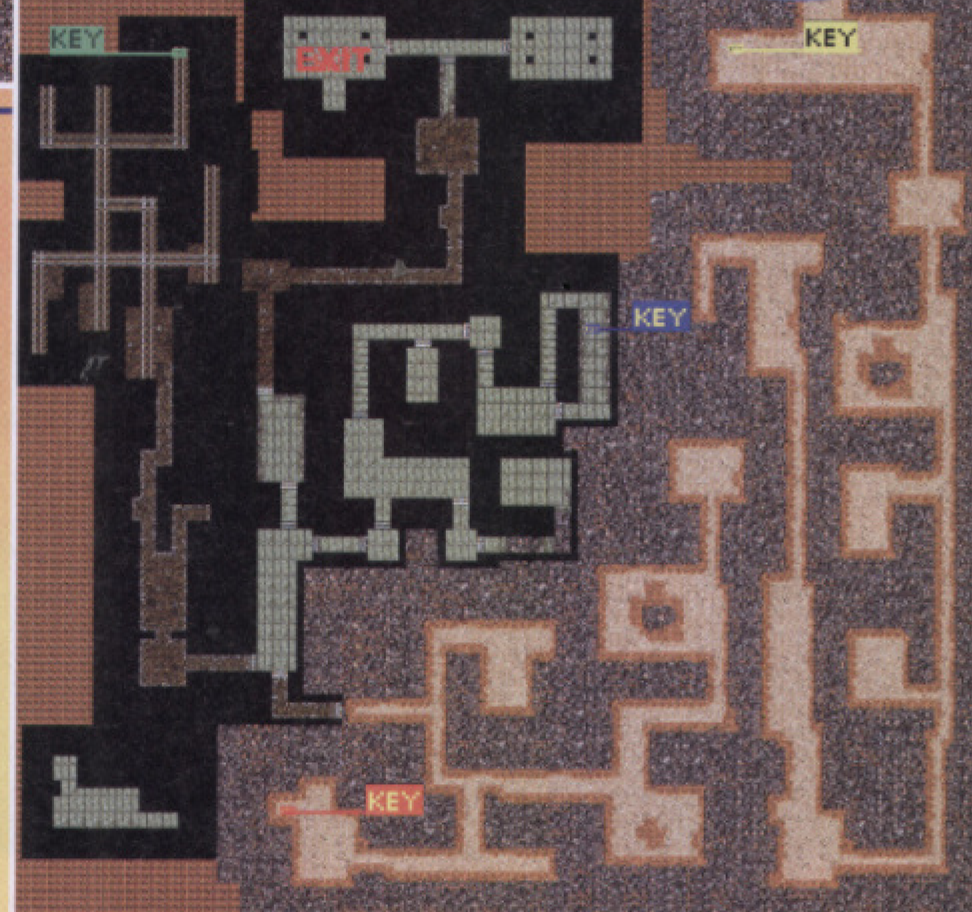


LEVEL 12

This level comes in two parts, the exterior and interior of the Processing Plant. Entry to the plant is with the red key: that's on the bottom left of your map. Inside there are two types of area. Rat zones are best to run through, as rats continue to congregate. In the plant itself, droids are most deadly. Those with red markings use flame throwers and are pretty harmless at a distance. There are two horrible rooms at the end – one with rats, the other with droids. Keep a smart bomb or two for each.





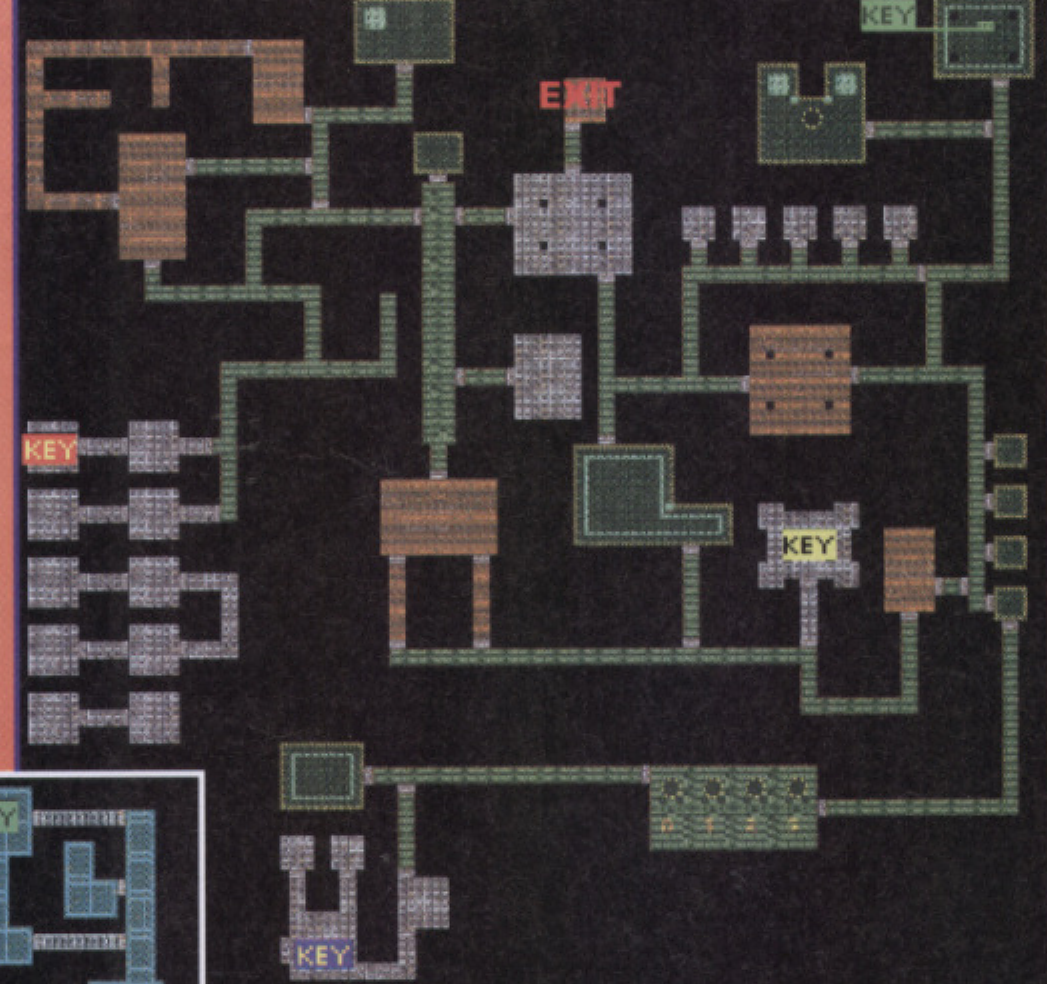


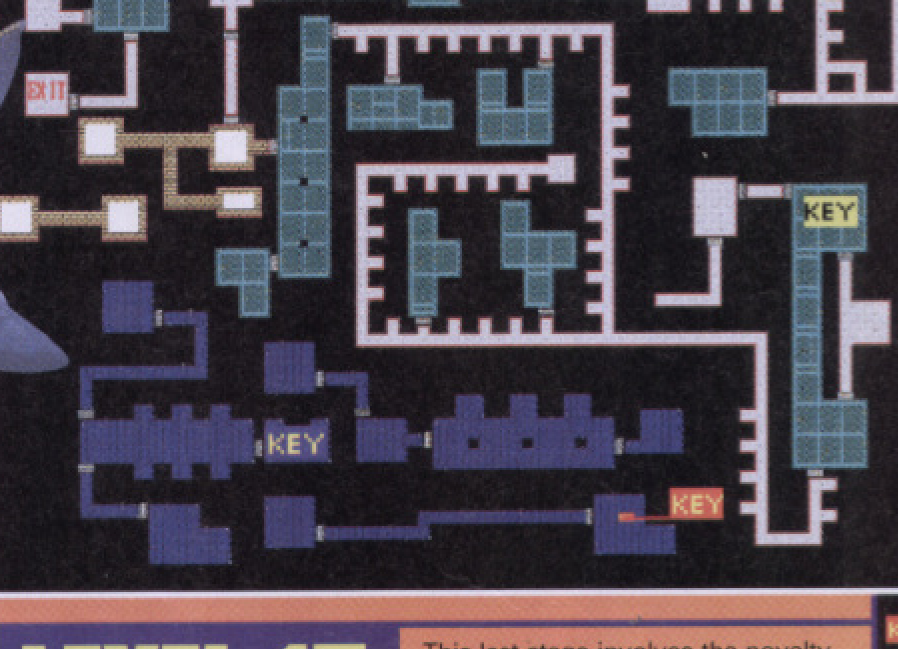
LEVEL 13

Droids take over from most other enemies, and the same rules apply as the previous level. Also, don't waste any ammo trying to destroy any of the large pieces of level machinery – it can't be done. There is a large series of transporter rooms. It's best to clear these of guards as you go rather than appear in the middle of them, so walk through to the end of a sequence of transporter rooms.





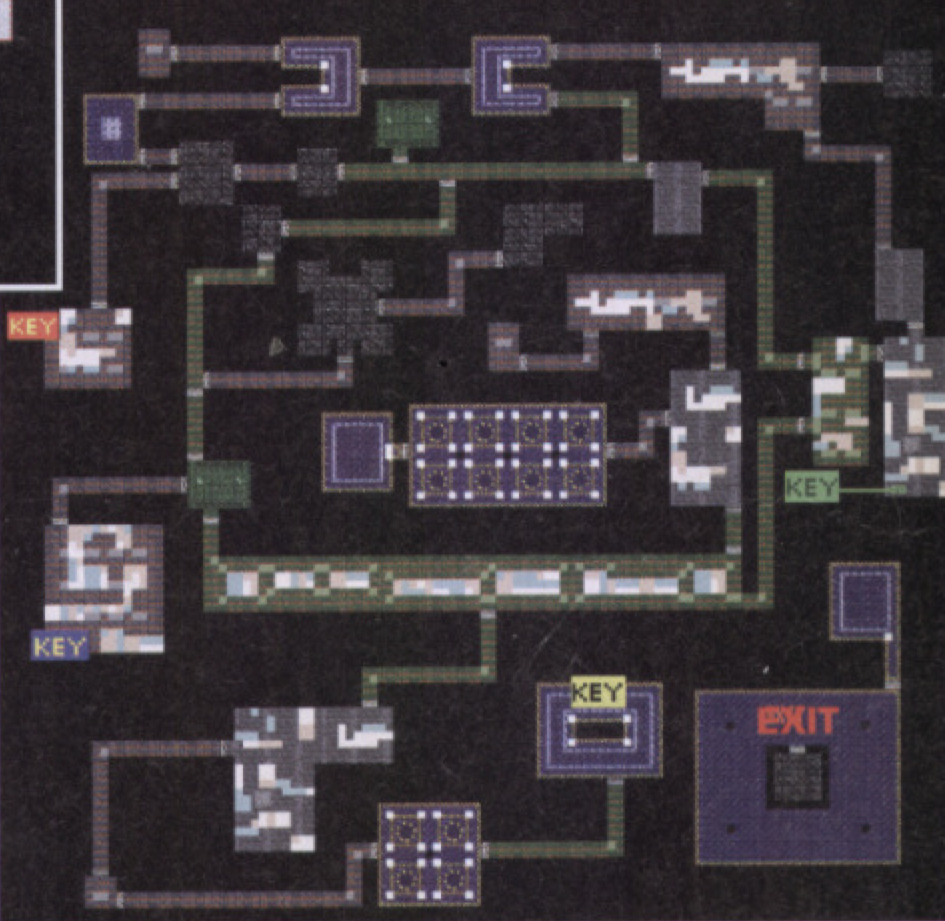




LEVEL 14



The use of teleporters here can be disorientating, as the keys are in disjointed areas. As long as you have the hang of right-angle strafing, you'll find this reasonably straightforward.
Always turn in the direction you want to strafe before you turn the corner, and try to waste the opposition before they get a shot in.



LEVEL 15

This last stage involves the novelty crate-totalling championship, with you blasting your way through blocks to get to the final confrontation. It's tough, but the strategies developed for the other indoor levels work the same here. When you finally meet FUB, don't collect all the weapon power ups at once, as you'll need them when you're resurrected. Smart bombs, also, are useless on him.



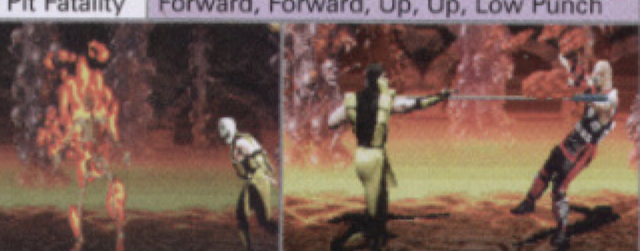
ULTIMATE MORTAL KOMBAT 3



It seems that the UK manual for the fabola Ultimate Mortal Kombat 3 is sadly lacking in the information department. Never fear Kombat lovers, the MMS posse is at hand to correct that unfortunate oversight right sharpish. Just before you become lethal overnight, remember that the numbers in brackets indicate the number of steps you have to be away from your opponent in order for each move to work. Happy maiming.

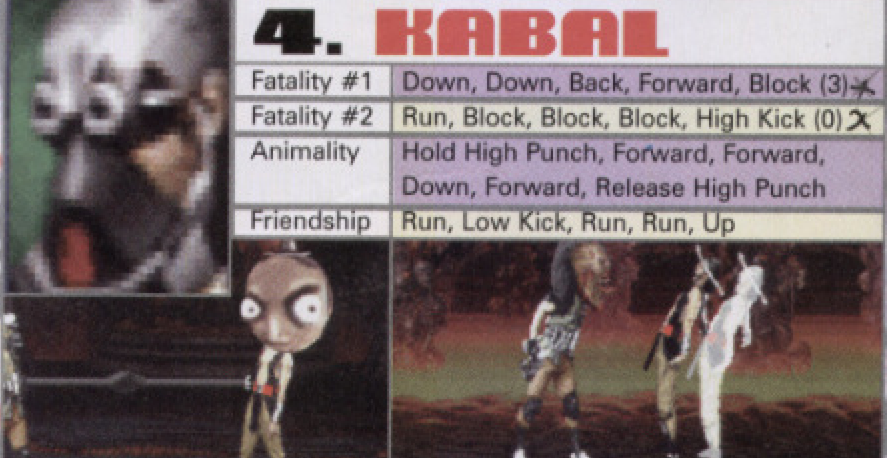
1. SCORPION

Fatality #1	Down, Down, Up, + High Kick (0)
Fatality #2	Forward, Forward, Down, Up + Run (4)
Animality	Up, Forward, Up, Up, High Kick (0)
Babality	Down, Back, Back, Forward, High Punch
Pit Fatality	Forward, Forward, Up, Up, Low Punch



4. KABAL

Fatality #1	Down, Down, Back, Forward, Block (3)
Fatality #2	Run, Block, Block, Block, High Kick (0)
Animality	Hold High Punch, Forward, Forward, Down, Forward, Release High Punch
Friendship	Run, Low Kick, Run, Run, Up



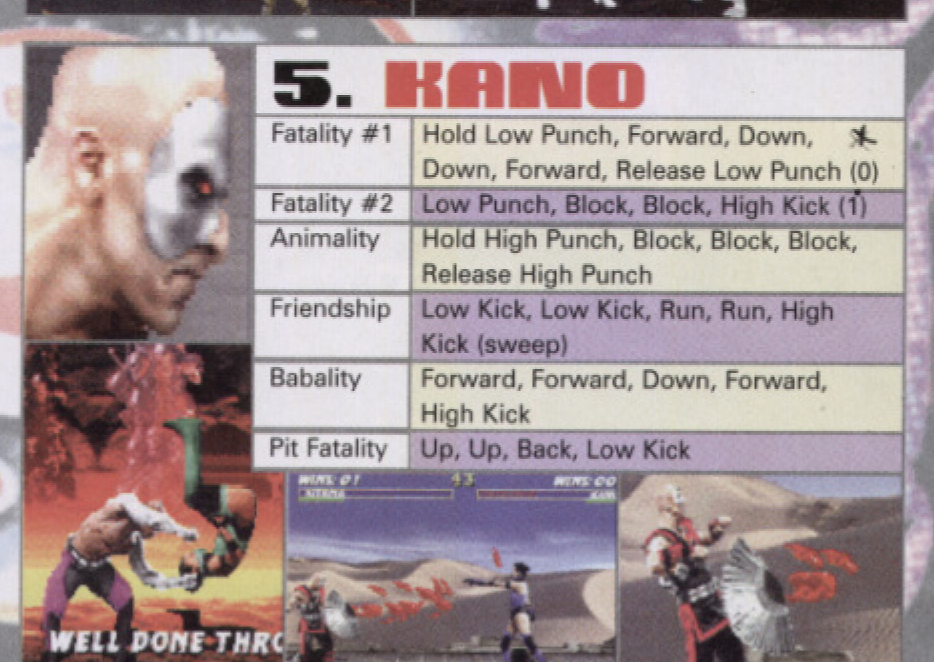
2. JADE

Fatality #1	Run, Run, Run, Block, Run (0)
Fatality #2	Hold Block, Up, Up, Down, Forward, Release Block, High Punch (0)
Animality	Hold High Punch, Forward, Down, Forward, Forward, Release High Punch
Friendship	Back, Down, Back, Back, High Kick
Babality	Down, Down, Forward, Down, High Kick
Pit Fatality	Forward, Down, Down, High Kick *not confirmed



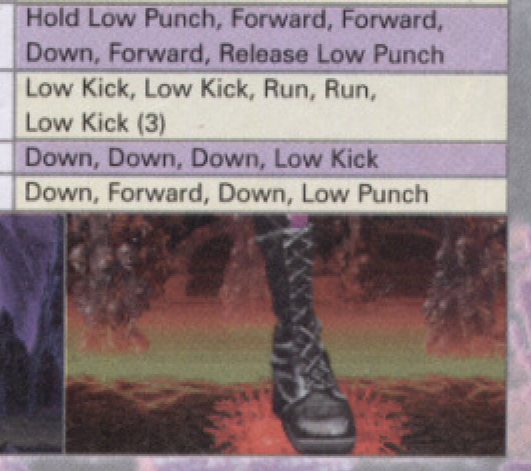
5. KANO

Fatality #1	Hold Low Punch, Forward, Down, Down, Forward, Release Low Punch (0)
Fatality #2	Low Punch, Block, Block, High Kick (1)
Animality	Hold High Punch, Block, Block, Block, Release High Punch
Friendship	Low Kick, Low Kick, Run, Run, High Kick (sweep)
Babality	Forward, Forward, Down, Forward, High Kick
Pit Fatality	Up, Up, Back, Low Kick



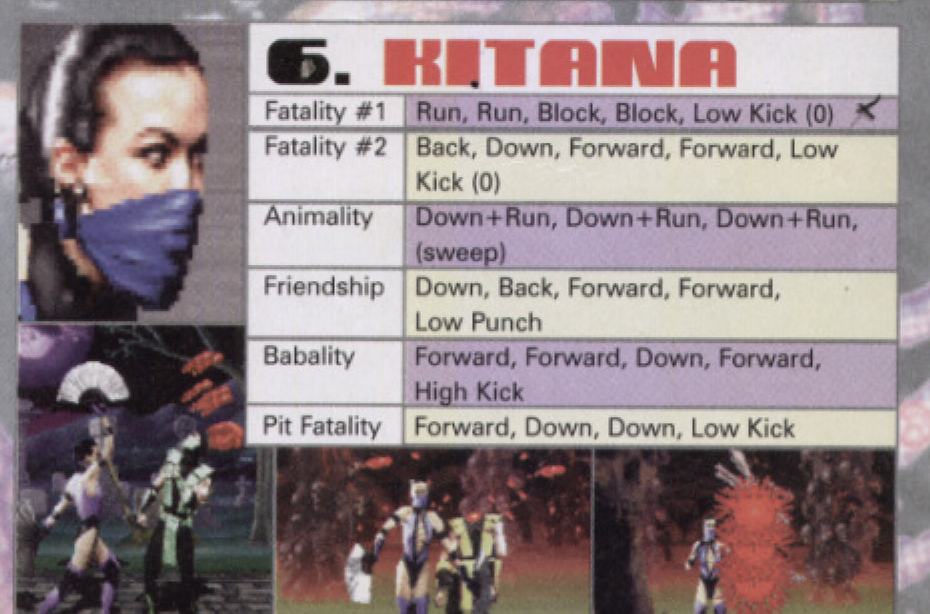
3. JAX

Fatality #1	Hold Block, Up, Down, Forward, Up, Release Block (0)
Fatality #2	Run, Block, Run, Run, Low Kick (6)
Animality	Hold Low Punch, Forward, Forward, Down, Forward, Release Low Punch
Friendship	Low Kick, Low Kick, Run, Run, Low Kick (3)
Babality	Down, Down, Down, Low Kick
Pit Fatality	Down, Forward, Down, Low Punch



6. KITANA

Fatality #1	Run, Run, Block, Block, Low Kick (0)
Fatality #2	Back, Down, Forward, Forward, Low Kick (0)
Animality	Down+Run, Down+Run, Down+Run, (sweep)
Friendship	Down, Back, Forward, Forward, Low Punch
Babality	Forward, Forward, Down, Forward, High Kick
Pit Fatality	Forward, Down, Down, Low Kick





7. KUNG LAO

Fatality #1	Forward, Forward, Back, High Punch (0)
Fatality #2	Block+Run, Block+Run, Block+Run, Down (3)
Animality	Run, Run, Run, Run, Block
Friendship	Run, Low Punch, Run, Low Kick
Babality	Down, Forward, Forward, High Punch
Pit Fatality	Down, Down, Forward, Forward, Low Kick





8. LIU KANG

Fatality #1	Forward, Forward, Down, Down, Low Kick
Fatality #2	Up, Down, Up, Up, Block+Run
Animality	Down, Down, Down, Up
Friendship	Down+Run, Down+Run, Down+Run
Babality	Down, Down, Down, High Kick





9. NIGHTWOLF

Fatality #1	Back, Back, Down + High Punch (6)
Fatality #2	Hold Block, Up, Up, Back, Forward, Release Block, Block
Animality	Forward, Forward, Down, Down
Friendship	Run, Run, Down, Run, Down
Babality	Forward, Back, Forward, Back, Low Punch
Pit Fatality	Run, Run, Block

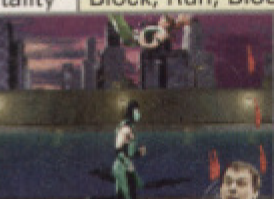




10. REPTILE

Fatality #1	Back, Back, Forward, Down, Block (4)
Fatality #2	Down, Down, Back, Forward, Block
Animality	Down, Down, Down, Up, High Kick (0)
Friendship	Down, Back, Forward, Down, Run
Babality	Forward, Forward, Back, Down, Low Kick
Pit Fatality	Block, Run, Block, Block







11. SEKTOR

Fatality #1	Low Punch, Run, Run, Block (1)
Fatality #2	Back, Forward, Forward, Forward, Back, Block (3)
Animality	Forward, Forward, Down, Up
Friendship	Run, Run, Run, Run, Down
Babality	Back, Down, Down, Down, High Kick, Run, Run, Run, Down
Pit fatality	Run, Run, Run, Down





12. SHEEVA

Fatality #1	Hold High Kick, Forward, Back, Forward, Forward, Release High Kick (0)
Fatality #2	Forward, Down, Down, Forward, Low Punch (0)
Animality	Run, Block, Block, Block, Block (close)
Friendship	Forward, Forward, Down, Forward, High Punch
Babality	Down, Down, Down, Back, High Kick
Pit Fatality	Down, Forward, Down, Forward, Low Punch

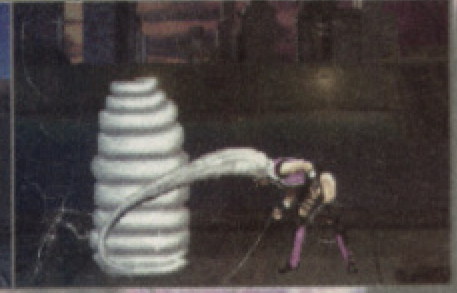




13. SINDEL

Fatality #1	Run, Run, Block, Block, Run+Block (0)
Fatality #2	Run, Run, Block, Run, Block
Animality	Forward, Forward, Up, High Punch
Friendship	Run, Run, Run, Run, Run, Up
Babality	Run, Run, Run, Up
Pit Fatality	Down, Down, Down, Down, Low Punch

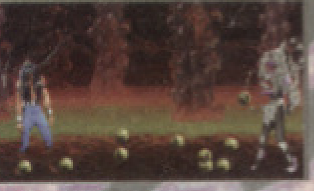




14. SMOKE

Fatality #1	Hold Block, Up, Up, Forward, Down (6)
Fatality #2	Hold Run+Block, Down, Down, Forward, Up, Release Run+Block (1)
Animality	Down, Forward, Forward, Block (4)
Friendship	Run, Run, Run, High Kick (6)
Babality	Down, Down, Back, Back, High Kick
Pit Fatality	Forward, Forward, Down, Low Kick

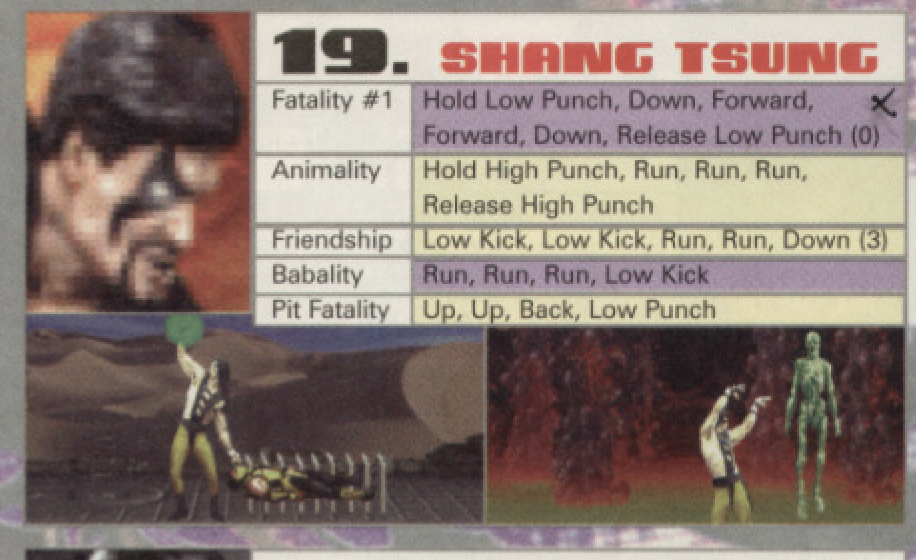






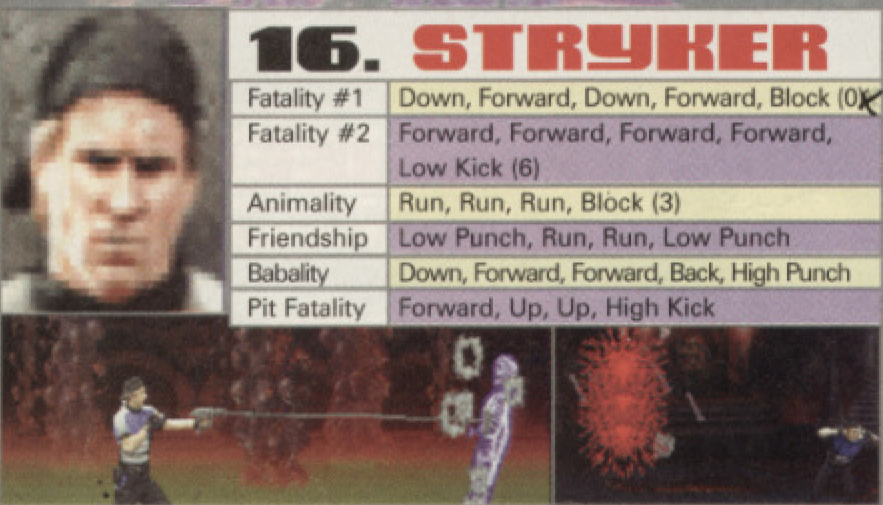
15. SONYA BLADE

Fatality #1	Back, Forward, Down, Down, Run
Fatality #2	Hold Block+Run, Up, Up, Back, Down, release Block+Run (6)
Animality	Hold Low Punch, Back, Forward, Down, Forward, Release Low Punch
Friendship	Back, Forward, Back, Down, Run
Babality	Down, Down, Down, Forward, Low Kick
Pit Fatality	Forward, Forward, Down, High Punch



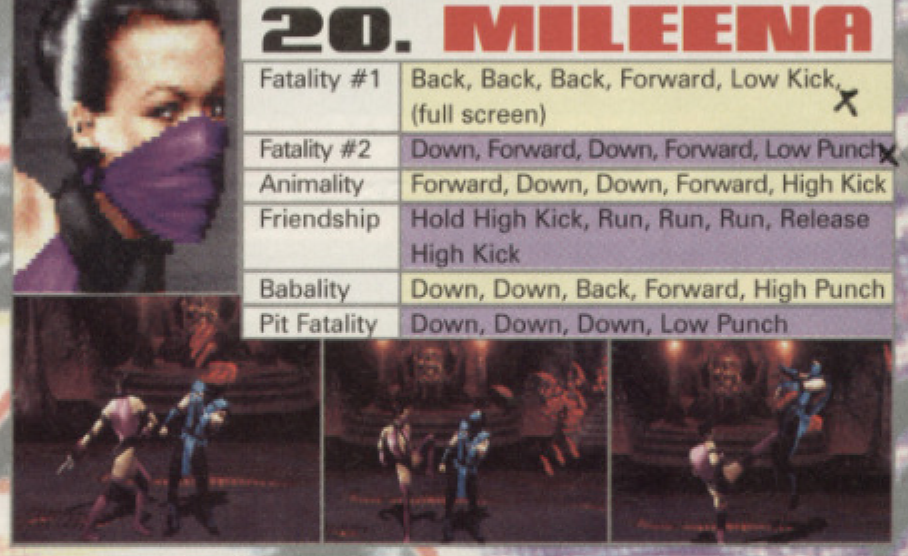
19. SHANG TSUNG

Fatality #1	Hold Low Punch, Down, Forward, Forward, Down, Release Low Punch (0)
Animality	Hold High Punch, Run, Run, Run, Release High Punch
Friendship	Low Kick, Low Kick, Run, Run, Down (3)
Babality	Run, Run, Run, Low Kick
Pit Fatality	Up, Up, Back, Low Punch



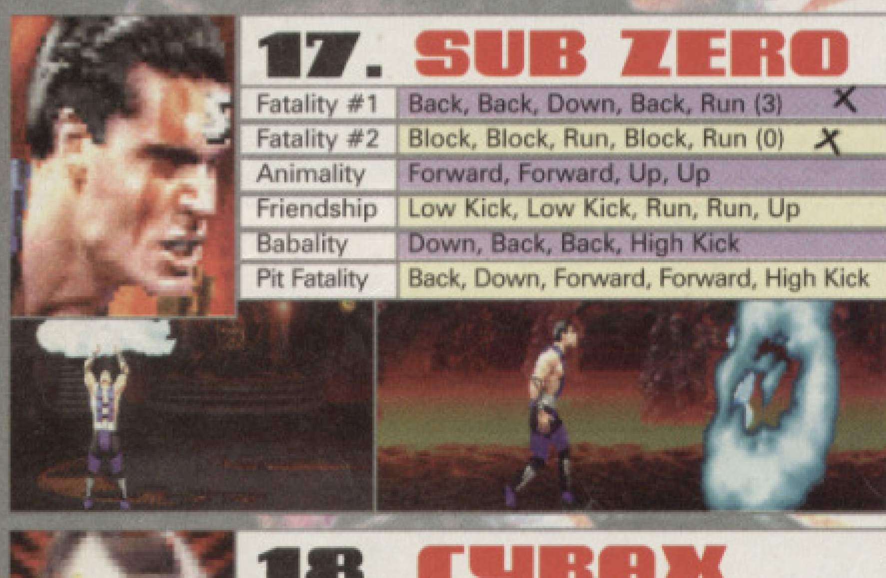
16. STRYKER

Fatality #1	Down, Forward, Down, Forward, Block (0)
Fatality #2	Forward, Forward, Forward, Forward, Low Kick (6)
Animality	Run, Run, Run, Block (3)
Friendship	Low Punch, Run, Run, Low Punch
Babality	Down, Forward, Forward, Back, High Punch
Pit Fatality	Forward, Up, Up, High Kick



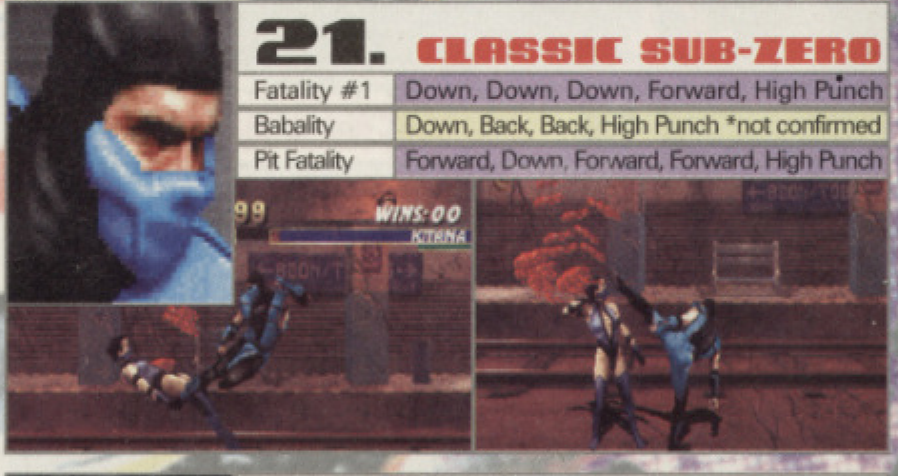
20. MILEENA

Fatality #1	Back, Back, Back, Forward, Low Kick, (full screen)
Fatality #2	Down, Forward, Down, Forward, Low Punch
Animality	Forward, Down, Down, Forward, High Kick
Friendship	Hold High Kick, Run, Run, Run, Release High Kick
Babality	Down, Down, Back, Forward, High Punch
Pit Fatality	Down, Down, Down, Low Punch



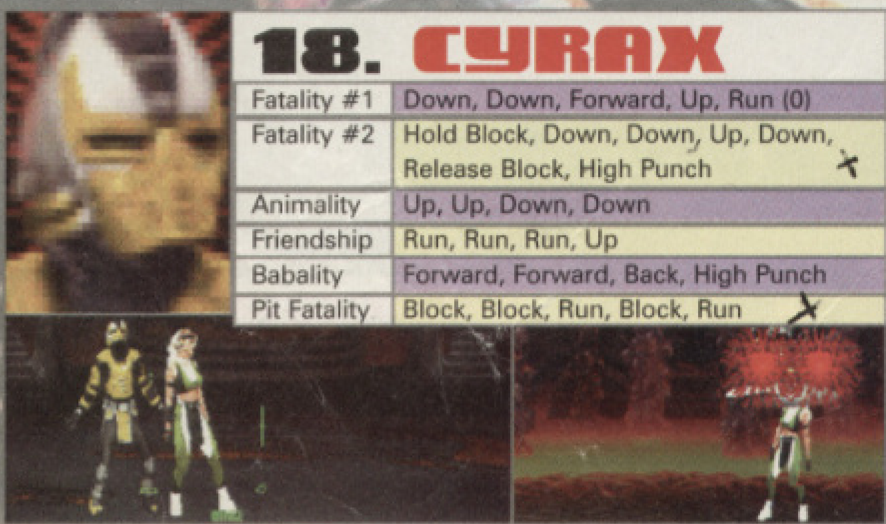
17. SUB ZERO

Fatality #1	Back, Back, Down, Back, Run (3)
Fatality #2	Block, Block, Run, Block, Run (0)
Animality	Forward, Forward, Up, Up
Friendship	Low Kick, Low Kick, Run, Run, Up
Babality	Down, Back, Back, High Kick
Pit Fatality	Back, Down, Forward, Forward, High Kick



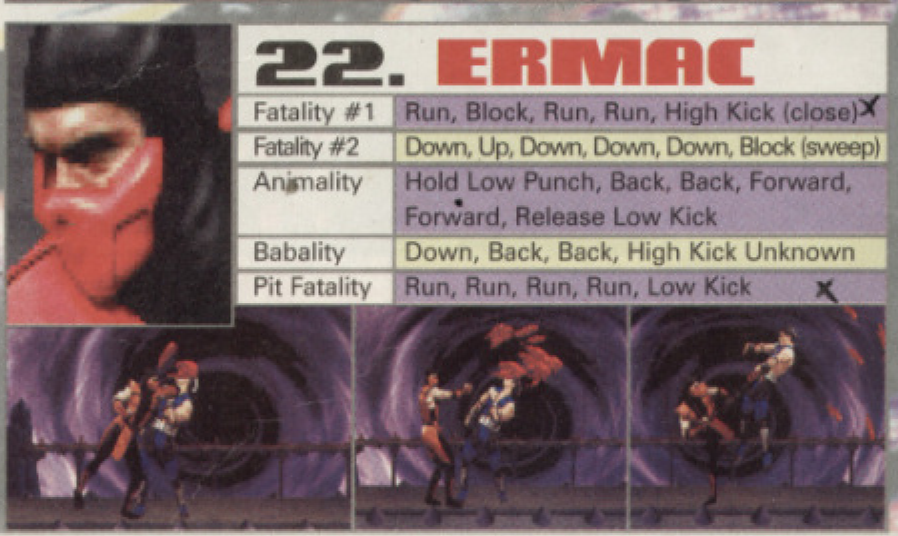
21. CLASSIC SUB-ZERO

Fatality #1	Down, Down, Down, Forward, High Punch
Babality	Down, Back, Back, High Punch *not confirmed
Pit Fatality	Forward, Down, Forward, Forward, High Punch



18. CYRAX

Fatality #1	Down, Down, Forward, Up, Run (0)
Fatality #2	Hold Block, Down, Down, Up, Down, Release Block, High Punch
Animality	Up, Up, Down, Down
Friendship	Run, Run, Run, Up
Babality	Forward, Forward, Back, High Punch
Pit Fatality	Block, Block, Run, Block, Run



22. ERMAC

Fatality #1	Run, Block, Run, Run, High Kick (close)
Fatality #2	Down, Up, Down, Down, Down, Block (sweep)
Animality	Hold Low Punch, Back, Back, Forward, Forward, Release Low Kick
Babality	Down, Back, Back, High Kick Unknown
Pit Fatality	Run, Run, Run, Run, Low Kick

FREE PLAY MODE

Do the following codes on the purple skeleton screen. Up, Up, Right, Right, Left, Left, Down, Down; or Up, Up, Left, Left, Right, Right, Down, Down. If you do it correctly a voice should say "Excellent". Then, simply wait for the menus and don't push any buttons. Either of these codes should work.

HIDDEN CHARACTER CODES

These codes are presented in the following button order, X, Y, Z, A ,B ,C. Also note that they are to be enetered in a 1 player game after you lose or choose not to continue.
Mileena – 7, 0 ,0 ,7 ,2 ,3
Classic Sub-Zero 7, 6, 0, 5, 2, 0
ERMAC – 9, 6, 4, 2, 4, 0

CLASSIC SMOKE

After selecting robot Smoke hold back (ie. left for player one, right for player two)+HP+BLOCK+HK+Run

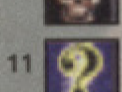


EXTRA TREASURES!

If you beat the game on 2nd Master Mode and get to the treasures of Shao Kahn, select the last one on the right and push right one more time for even more goodies!

SHAO KAHN'S TREASURE

The first 10 are avaiable on different difficulty levels; the last two are only available when your win an 8 person tournament or beat Shao Khan on the 4thTower (Path Select).

1		Outcome
2		Play Galaga
3		Fight Ermac
4		Fight Noob Saibot
5		Random
6		Fatality Demo for original characters
7		Fatality Demo for all characters.
8		Fatality demo for new characters.
9		Fight an endurance match vs Noob Saibot and Ermac
10		Fight an endurance match vs Noob Saibot and Classic Sub Zero
11		Fight an Endurance match vs Noob Saibot, Ermac, Classic Smoke and Sub Zero, and Mileena!
12		See EVERY fatality for ALL characters!

RANDOM CHARACTER SELECT

Hold UP and press START on the character select screen for a random character select. How good are you?

CHANGE OPENING QUOTE

While Shao Kahn is laughing on the purple skull screen press down, up, left,
left, A, right, Down. It should change the opening quote from "There is no knowledge that is not power" to "Imagination is more important than knowledge". Wow.



CRISPY

Do the pit fatality in Scorpions layer then hold down both (on both controllers) HP and Run. Do it quickly and you'll get the toasty guy and Shao Khan saying "Crispy". Boy, these secrets really are amazing aren't they?

KOMBAT KODES

390-000 Player 1 inflicts half damage
000-390 Player 2 inflicts half damage
390-390 Both Players inflict half damage
722-722 Combo System Enabled
321-789 Super Run Jumps
555-556 Special Moves Disabled
688-433 Quick Uppercuts
040-404 Real Kombat
024-689 Super Endurance
975-310 Regenerating Powerbars
300-003 – PUB! D.K.P.
200-002 – P.A.B



SHANG TSUNG MORPHS

Smoke	Back, Back, Down, LK (do this fast)
Cyrax	Block, Block, Block
Kabal	Low Punch, Low Punch, Block, High Kick
Kano	Forward, Back, Forward, Block
Jax	Forward, Forward, Down, Low Punch
Kung Lao	Run, Run, Block, Run
Liu Kang	Full Circle Forward
Nightwolf	Up, Up, Up
Sektor	Down, Forward, Back, Run
Sheeva	Forward, Down, Forward, Low Kick
Sindel	Back, Down, Back, Low Kick
Sonya	Down+Run+Low Punch+Block
Stryker	Forward, Forward, Forward, High Kick
Sub-Zero	Forward, Down, Forward, High Punch
Kitana	Forward, Down, Forward, Run
Reptile	Run, Block, Block, High Kick
Scorpion	Down, Down, Forward, Low Punch
Jade	Forward, Forward, Down, Down, Block
Ermac	Down, Down, Up
Classic Sub-Zero	Block, Block, Run, Run
Mileena	Run, Block, High Kick



MEGA GAME

Virtua Fighter Kids



In Japan, the Saturn's launch success can be attributed to one game: Virtua Fighter. Like Mario 64 on the N64, there was one copy of VF sold for every machine bought, a staggering indication of the game's popularity. This success was carried over to the superlative sequel, Virtua Fighter 2, which went on to become one of the best selling Saturn games of all time. And quite rightly so. VF2 is probably the best beat 'em up on the Saturn, not to mention one of the finest videogames ever created. So when AM2, the programmers of the VF series, announced that they were planning to release a special 'enhanced' version of VF2, we knew we were in for something special.

OK, OK, So the 'Kids' angle is a pretty tenuous enhancement. After all, games like Toshinden and Tekken 2 have a `Super Deformed' mode thrown in for free. But in those games the big heads provide little more then a cosmetic novelty. In VF Kids the swollen craniums actually effect the physics of the fighting!

Designed originally for the ST-V arcade board, VF Kids is part of Sega's brand new marketing strategy to draw in a younger audience for the Saturn. In Japan, the Saturn was recently relaunched in a sleeker, cheaper and brighter form as the white Flash Saturn, intended to entice younger gamers away from their SNES's and onto a next-gen console. But the question remains: does a game aimed at under 15 year olds have what it takes to make it in the big league of Saturn beat `em ups? Hmm...





So how many 10-year olds do you know with facial hair?

YOU KNOW – FOR KIDS!

VF Kids is supposed to complement the Flash Saturn relaunch by broadening the appeal of the VF series with an all new, child friendly `Kids' mode. Despite the deceptively simple three button control system (guard-punch-kick) VF2 is one of the most intricate beat 'em ups ever devised, and while the 'normal' mode of VF Kids retains all the ingenious complexity of VF 2, the Kids Mode provides a much simpler control interface that allows for even the most incompetent of VF players to pull off some incredible moves. Even Nick's patented 'pad wiggling-button bashing' technique can produce some impressive combos! Of course, for anyone with a modicum of ability the Kids mode is completely useless, unless you happen to have a five year old brother or sister. Or are five. In which case you wouldn't be reading this.



A WHOLE NEW WORLD

It's not just the characters' heads that have received a graphical make over – the entire VF world has been completely redesigned in the Chiba 'kids' style. The backgrounds, the music, the fighters' bodies, everything! Akira's stage, for instance, now harbours a comedy pink elephant in place of VF2's fearsome lion statue, while pictures of cute leaping bunnies litter the background! All of the characters now look and sound like ten year old versions of their VF2 counterparts (even though Shun and Jeffrey still have beards!) albeit with gargantuan water retentive heads. What's more, in keeping with the VF Kids theme, loads of comic touches have been added to the gameplay, such as little puffs of smoke coming off the characters' feet as they run, or they way they look up startled whenever a new second player enters the game. Brilliant!

Check out Jeffrey's big saucer eyes. He's hard, even though he's only ten!

The Dural stage is still underwater. Get ready for slow motion battle!

The intro really is awesome! Brilliant CGI FMV all round!

LIGHTS! CAMERA! ACTION!

One feature that is guaranteed to delight both newcomers and Virtua Fighter fans alike is the inclusion of a brilliant all new rendered intro, complemented by CG endings for each of the characters! The intro depicts the VF Kids fighting alongside, or indeed against, their senior counterparts in some brilliant full screen FMV action. See for yourselves! Interestingly, the beta version of VF Kids had the kids taking a bashing from their big brothers, while the final release sees the Kids winning the day. There's also a Kids version of the famous VF2 intro, but to be honest, it pales in comparison with the CG spectacular that AM2 have provided.

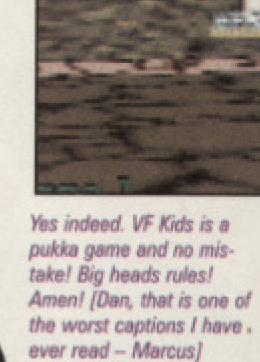
VIRTUA FIGHTER VERSION 2.3!

As I've already mentioned, VF Kids is more than just a cosmetic enhancement of VF2. For a start, the game runs 20% faster than VF2, allowing for some lightning fast junior kung fu action. What's more, the weight and physics of the fighter's bodies have been tweaked to allow for their gigantic melons, meaning that all new combos and moves can be strung together. In fact, the combo system on the whole seems a lot more fluent and accessible than VF2, almost as if AM2 were trying to take the game in the user-friendly direction of titles like Fighting Vipers. This is further emphasised by the usage of three way mid-game replays on certain special moves, a feature pioneered in Fighting Vipers. Also, the fighters' swollen bonces add centrifugal force to their movements, resulting in certain finishing combos sending your opponent flying through the air or across the ring. Very satisfying.









Yes indeed. VF Kids is a pukka game and no mistake! Big heads rules! Amen! [Dan, that is one of the worst captions I have ever read – Marcus]











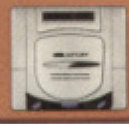
VF Kids provides some cool new angles for throws and special moves. And the fighters' eyes change in accordance with their mood!

VIRTUAL ENIGMA!

While Japan has fallen in love with the Virtua Fighter series, it seems that Europe is yet to be converted to the joys of AM2's fighting fest. Which is a shame really, 'cos you're all missing out. The key to VF's success is the three button control system: intuitive, deceptively simple, yet belying a wealth of gameplay depth. The fighting in VF2 (and VF Kids) is all about the balance and posture of your character. Certain moves (or chains of moves) will commit to an attack on one of three plains (high, medium or low) that takes a specific amount of time depending on the force of the strike. If blocked, the move proffers a recovery time corresponding to the power of the attack that gives the opponent a split second to counter, or attack with a sequence of their own. It's all very complex, and not worth getting into here but, needless to say, when playing it feels very natural. Like real kung fu! Hi ya!

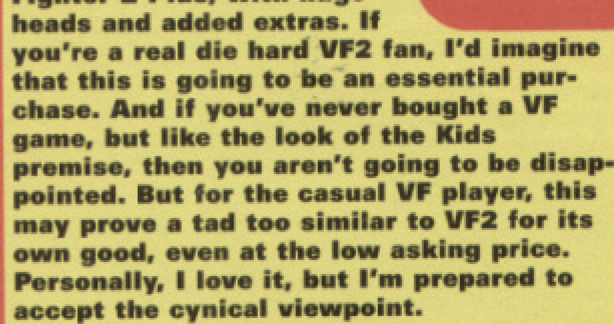
A little known move of Wolf's: the rugby tackle. On the right Akira has to tilt his head back when he blocks!





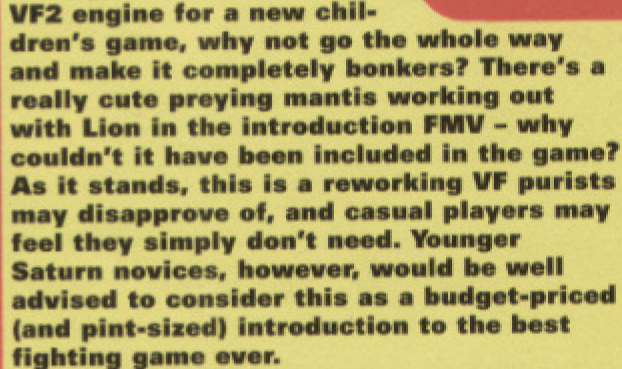


COMMENT



To buy or not to buy, that is the question. Virtua Fighter Kids is an undoubtably an excellent enhancement of incredible game, but do the extras really warrant the asking price? That, my dear reader, is up to you. You know the deal: Virtua Fighter 2 Plus, with huge heads and added extras. If you're a real die hard VF2 fan, I'd imagine that this is going to be an essential purchase. And if you've never bought a VF game, but like the look of the Kids premise, then you aren't going to be disappointed. But for the casual VF player, this may prove a tad too similar to VF2 for its own good, even at the low asking price. Personally, I love it, but I'm prepared to accept the cynical viewpoint.

COMMENT



I think Virtua Fighter 2 is an incredible game that has yet to be bettered. I can't get excited about the slight performance improvements in this version, but can see the funny side in the restyling. It's just a shame that Sega didn't go further. If they wanted to use the VF2 engine for a new children's game, why not go the whole way and make it completely bonkers? There's a really cute preying mantis working out with Lion in the introduction FMV – why couldn't it have been included in the game? As it stands, this is a reworking VF purists may disapprove of, and casual players may feel they simply don't need. Younger Saturn novices, however, would be well advised to consider this as a budget-priced (and pint-sized) introduction to the best fighting game ever.

FIVE REASONS TO GET VF KIDS

So, if you already own VF2 (which is after all, a very similar game), why on earth would you want to buy VF Kids?

1. COOL NEW LOOK – Let's face it, you either love it or hate it. I think the super deformed styling is brilliant, but it's a matter of opinion. The remixed music, the new backgrounds, the big heads: VF kids is funny. Personally, I like a bit of humour with my games, but you may disagree.

2. IMPROVED GAMEPLAY – Hardcore VF2 fans will delight at the game engine tweaks in VF Kids. Mid round replays, more cinematic camera angles, dramatic finishes and, most importantly, new combo potential. And it's 20% faster than VF2. VF2.2? Definitely.

3. CUT SCENES – Again VF2 fans will love the brilliant intro and character specific rendered endings. These are all of high quality and bear repeated viewing. Filling your cinema with every character's ending is quite a challenge.

4. OPTION CITY! – VF kids provides a comprehensive front end that allows you to tailor the game to your precise requirements. On top of the usual options (one player mode, two player mode and ranking mode), players can select from a Watch Mode (look at two CPU players go at it), a detailed 'records' screen, and best of all, a custom combo screen where you can create your own combos for any character.

5. THE PRICE – It was a toss up for number five between the way the characters look up when someone enters the fight (gets me every time) and the fact that Sega are releasing VF Kids over here for only £29.99!







Look at all those options (above). Make your own combos (right). And best of all, massive CGI endings for each character (left). They all tie in with other SEGA games as well!

GRAPHICS 93
▲Hi-res, solid, texture mapped polygons. Plus the whole new 'kids' look is ace!
▼Occasional glitching, as with VF2.

ANIMATION 93
▲Brilliant character animation running at 60 frames a second. That's as smooth as is actually possible!

MUSIC 92
▲Catchy 'kids' remixes of the VF2 originals. Check out the Jeffrey's reggae beats! Dem is some frosty tunes mon.

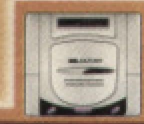
EFFECTS 91
▲Nearly identical to VF2 except for the squeaky kids voices. You'll recognise the 'Press Start' jingle immediately.

PLAYABILITY 96
▲It's flinkin' VF2 innit! Thanks to the Kids Mode it's as simple or as complex as you want to make it.

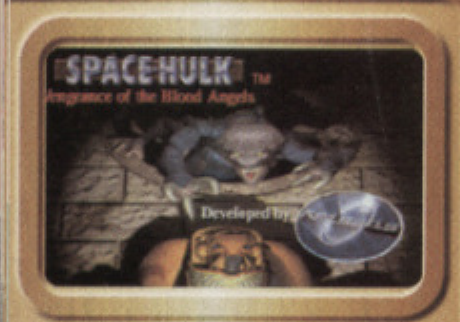
LASTABILITY 95
▲Incredibly addictive, and mastering a single character takes weeks.
▼Those who own VF2 may find it a bit too similar.

OVERALL
One for die hard VF fans, young children or those who don't own VF2 and find the kids premise appealing.





SPACE-H



BY: EA

RELEASE: SEPTEMBER

PRICE: TBA

GAME TYPE: Strategy/Action

BREAK DOWN

1 PLAYERS



ORIGINALITY

OPTIONS

CONTROL
JOYPAD

GAME DIFFICULTY
CONCRETE!

CONTINUES
SAVE GAME

SKILL LEVELS
SCALEABLE

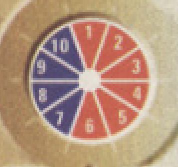
RESPONSIVENESS
OK



CHALLENGE

ORIGIN

Based on the 3DO update of the PC adaptation of the Games Workshop Board Game. Which is based on Warhammer 40,000.



ACTION



STRATEGY

GAME AIM

Destroy the evil forces of chaos and reclaim the Space Hulk for the Emperor!



REFLEXES

BEAT THIS

Conquer your first mission as Sargent

In the 41st millennium, the most ferocious of mankind's enemies are the Genestealers, a strange and terrifying alien race that knows no fear and lives only to kill. Reptilian in appearance purestrain Genestealers (the most common form) are huge, armoured, six-limbed beasts, supernaturally swift and unbelievably ferocious in combat. Just like Dan on Street Fighter.

Using stranded warp vessels to infiltrate Earth space, these inhuman monstrosities bide their time until they come into contact with other life forms, at which point they awaken from hibernation and infect the unfortunate visitors. However, this infection isn't your standard 'lay an egg down their throat and burst out their chest' type job. Oh no. This is something much more insidious.

When a genestealer infects another creature it corrupts the victim's genetic profile so that their children are born as hybrids: a mutant cross between the host species and the genestealer. This cycle continues, with each new generation of Hybrid resembling the host species more and more closely, until, by the fourth generation the off-spring are indetectable as alien. They could be anyone!

As an Imperium Space Marine (futuristic soldier) recently promoted to serve in the Terminator Company (futuristic SAS), its down to your Chapter (futuristic regiment) to investigate any and all occurances of deserted Space Hulks and eradicate the genestealer menace before it has a chance to spread. 'For the Emperor!' Apparently.



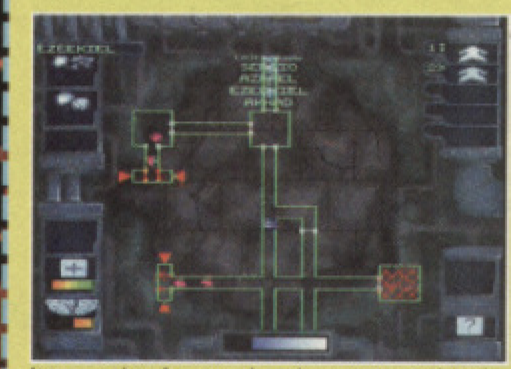
Gunning down alien scum with a high powered machine gun! Excellent!

WE ARE THEIR DOOM!

Despite what you may think from gazing across these screenshots, Space Hulk is not just another Doom clone. Well, alright, it IS another Doom clone, but there's much more to it than that. For a start Space Hulk features a much stronger emphasis on strategy, with the player sometimes having to command an entire company of Space Marines whilst fulfilling various mission objectives AND combating hordes of Genestealers. Blimey!

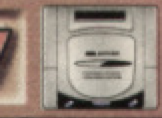
PLACE YOUR ORDERS NOW!

By pressing X at any time the action is paused and a top down map of the area is displayed. From here you can select your Marine, or issue a series of orders to any of your company. So flexible is the command interface that entire missions can be completed just through issuing orders at the map screen. However, be quick about it, as the 'Freeze Time' clock starts to tick down the moment you enter the screen, and when it runs out, you're thrown back into the fray, ready or not.


Issue a series of commands at the map screen, then sit back and watch your marines carry out your orders.



Taking a breather from all the killing, PTE Amael visits the library in search of a good Enid Blyton novel.



HULK VENGEANCE OF THE BLOOD ANGELS



COCK YOUR GLOCK!

Throughout the game your squad of marines are decked out with a variety of futuristic ordinance, appropriate to the mission they are undertaking. There are two main types of weapon: projectile and close combat, and each has its own strengths and weaknesses when battling the Genestealer menace. Let's take a look at the guns first, shall we?



1. STORM BOLTER

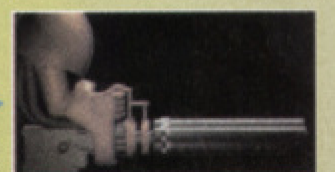
The standard armament for all Terminators. A double barrelled automatic projectile firing gun that looses explosive bullets known as 'bolts'.





2. HEAVY FLAMER

It's usual for one Marine in each squad to mount a heavy weapon in place of his bolter. The most common heavy weapon is the flamer: a powerful flamethrower funnily enough.





3. ASSAULT CANNON

The other heavy weapon in the Terminator arsenal is the assault cannon, a large motor powered rotary cannon capable of spewing bursts of explosive tipped rounds. Like Arnie uses in Terminator 2.





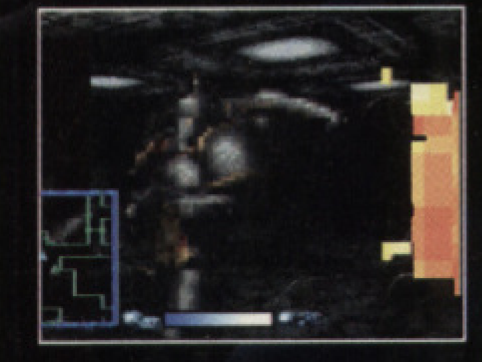
4. GRENADE LAUNCHER

Experienced Terminators are entitled to carry a tertiary weapon in addition to the Power Glove and Storm Bolter: the Grenade Launcher. Lucky sods.

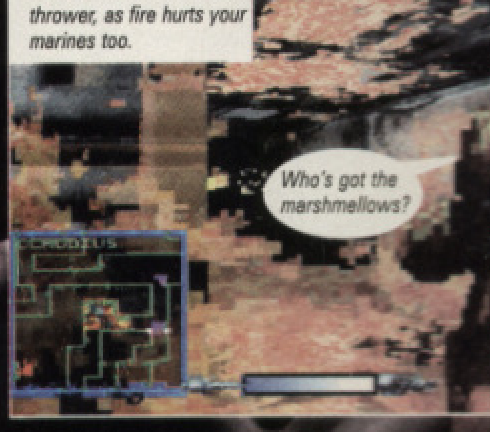
Anyone for a cup of tea. I'll just put the kettle on.



All the Genestealers were rendered on SGI workstations! Honest!







Be careful with the flame thrower, as fire hurts your marines too.

BORED GAMES?

Space Hulk: Vengeance of the Blood Angels is an updated version of the 3DO chart topper (yes, there once were such things) released last year, which in turn was based on the the Games Workshop board game of the same name. While the videogame bears more than a passing resemblance to its table top counterpart (hence the game's 'square' look), EA have taken the opportunity to bring you face to face with the hideous Genestealers in an all action real time 3D strategy/shoot 'em up kinda way.



Marine Gabriel uses his assault cannon for some close range monster mashing. Take that fiend!





MONSTER MUCH!

Unfortunately, Purestrain Genestealers aren't the only enemies you'll encounter lurking in the depths of the Space Hulk. The further you get into the game, the more formidable the opponents become. Not that they're aren't formidable right at that start. They are. It's just that later on creatures score even higher on the formidablometer.

PURESTRAIN GENESTEALER

The purest form of the alien race, these are the most common enemies that you will face. Cased in a heavy carapace that can turn aside Storm Bolter shells, Purestrain's nevertheless move at an alarming speed and specialise in close quarter combat.

HYBRIDS

A hybrid is the offspring of the host species infected with the Genestealers' genetic material. In the case of humans, the infected offspring is humanoid in appearance, but with pale skin and a bulbous head. Their puny bodies make them weaker foes than their purestrain bretheren, whilst their higher intelligence allows them to carry projectile weapons such as bolters.

MAGUS

By the time the hybrid brood has reached the fourth or fifth generation, the inherent human potential to develop psychic powers sometimes makes itself felt. Hybrid psykers are extremely intelligent and dangerous opponents, and attack with psychic powers that both jam your weapons and cause the surrounding area to burst into flames. Rare, but to be treated with respect.

CHAOS SPACE MARINES

Thousands of years ago the Emperor's authority was challenged by his right-hand man, Warmaster Horus, who had fallen prey to the evil influence of Chaos. Horus and his forces were eventually defeated, but some of his Chaos Marines escaped and formed an un-easy alliance with the Genestealers! Gun these heretics down where they stand!

THEY'RE GETTING CLOSER! THEY'RE...AIEEEEE!

While most of the killing in Space Hulk is achieved from a distance (with projectile fire) occasionally a Genestealer will break through your ranks and attack in close combat. Space Marines are not as proficient in melee as Genestealers (they've got six arms for heaven's sake) and so they possess little chance of surviving such an encounter. However, there is an element of skill involved in these battles, and with sharp reflexes (and a little luck) you may just emerge the victor.



1. Watch the Genestealer carefully. He will bob and weave until he takes a swipe at you.



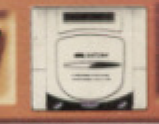
2. As he does, quickly press the parry button to block..



3. Then, once the attack has been deflected, respond with one of your own.



Looks like that perm was a bit of a disaster then.





MISSION IMPOSSIBLE!

From the title screen players can choose between either the Library or the Campaign game. The library provides a set of pre-determined simulations, including Space Hulk Originals (missions from the board game), Classic Missions (from the PC game) and training missions to familiarise you with the combat and command system. The Campaign game on the other hand is an ongoing series of missions that you must attempt in linear order, saving your position to memory. You start off as a solitary marine, and must earn the right to command a company!



Luckily, our intrepid marines saved a bit of money when they inherited a job lot of flared space suits from the cast of Space:1999.



COMMENT

DAN

At first glance Space Hulk looks pretty unimpressive, particularly when compared with the likes of Exhumed or Alien Trilogy. The control is fiddly, the levels are all flat, and the corridor scrolling is horribly stilted. But persevere and you'll soon discover that Space Hulk is more than just an ugly Doom clone. The strategy element provides a brilliant twist on a well-worn genre, and knowing how to command your marines is as important as an itchy trigger finger. Admittedly the aesthetics aren't up to much, but they still manage to create a tangible atmosphere of claustrophobia and suspense, while the size and complexity of the game guarantees you'll be playing it for ages. It won't be to everyone's taste, but those who like a little cerebral workout with their violence will find it an enjoyable alternative to either Alien Trilogy or Exhumed.

SHARPEN YOUR KNIVES

You know we took a look at all the projectile weapons? Well here are all the close combat ones. Perfect for your alien mutilating needs.

1. POWERGLOVE



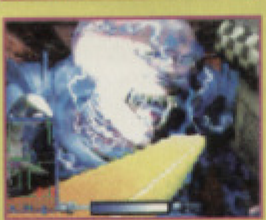
A large powerful hydraulic fist that contains a powerfield device, which surrounds the glove with an aura of crackling energy.

2. CHAIN FIST



A heavy duty titanium power fist, which is effective for both carving through bulkheads and Genestealer armour.

3. POWER SWORD



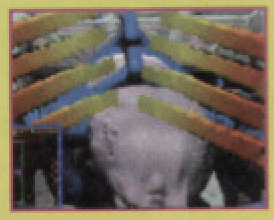
The sword contains a Powerfield similar to the Power Glove, though here it enhances the weapons already razor sharp blade.

4. THUNDER HAMMER AND STORM SHIELD



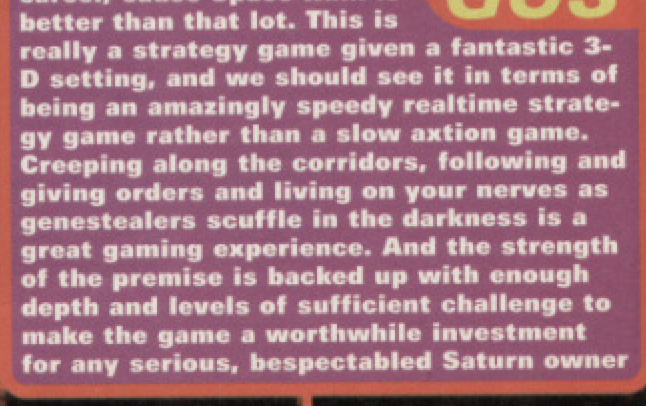
Marines can tool up with one of two close combat-only weapons. The hammer and shield is cumbersome but capable of delivering a crushing blow.

5. LIGHTNING CLAWS



The second close combat-only weapon is a pair of lightning claws, consisting of four claw like blades mounted on each arm. Make some monster salad!

COMMENT



GUS

Doom clone, Doom clone. If Space Hulk was a schoolkid, it would have spectacles, and be surrounded by kids at breaktime all shouting 'Doom Clone. Doom clone'. But it would go on to university and carve itself successful career, cause Space Hulk is better than that lot. This is really a strategy game given a fantastic 3-D setting, and we should see it in terms of being an amazingly speedy realtime strategy game rather than a slow axtion game. Creeping along the corridors, following and giving orders and living on your nerves as genestealers scuffle in the darkness is a great gaming experience. And the strength of the premise is backed up with enough depth and levels of sufficient challenge to make the game a worthwhile investment for any serious, bespectabled Saturn owner

GRAPHICS 76

▲Dark and moody. Those Genestealers look good up close.
▼Blocky sprites and stilted scrolling.

ANIMATION 78

▲Once again, those Genestealers really do impress...
▼...though the animation on some other baddy sprites is pretty poor

MUSIC 74

▲Nice futuristic/ambient incidental music in between levels.
▼No 'in-game' tunes to speak of.



EFFECTS 90

▲The speech of your fellow marines is brilliant, while the constant groans and growls that echo around the Space Hulk really do add to the atmosphere.



PLAYABILITY 92

▲Deep and rewarding strategy coupled with claustrophobic corridor-based blasting!
▼Its rock. And not the kind you buy at Clacton beach.

LASTABILITY 85

▲Hundreds of challenging missions, plus the brilliant campaign mode.
▼A might repetitive, perchance.

OVERALL

Doom meets Panzer General! A strategy/action hybrid that rises above its aesthetic shortcomings.



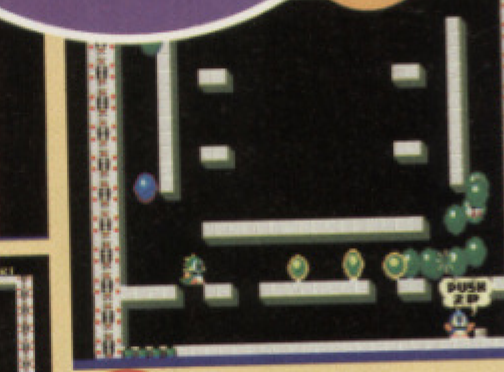


We of the good ship MMS are the first to acknowledge that this whole retro gaming thing has got a bit out of hand. Nostalgia isn't what it used to be, and some old games are definitely best left forgotten (er, the Irem 'classics' pack anyone?'). Still, there are some decent titles out there that we would be glad to see receive the 'picked up' and 'dusted down' treatment. And this just happens to be one of them...

Some of our older readers may remember Taito's brilliant Bubble Bobble or Rainbow Islands coin-ops from the early 80s. Or possibly the impressive Rainbow Islands conversion on the Megadrive (worth an absolute mint if you've still got a copy) No? Well, then take our word for it: they're ace! And now, out of the blue, license masters Acclaim have had the sudden inspiration to re-release BOTH games on ONE disk!

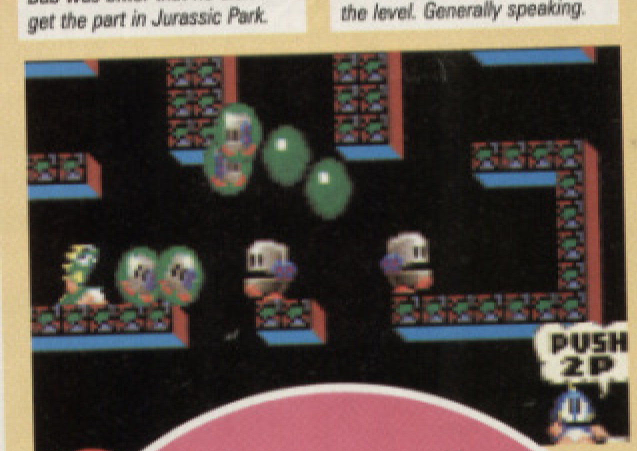
TWO'S COMPANY...

Despite the fact that the label says 'Bubble Bobble', this package actually includes three games: Bubble Bobble, Rainbow Islands and Rainbow Islands Enhanced. Bubble Bobble and Rainbow Islands are both carbon copies of the arcade originals, while Rainbow Islands Enhanced is a special 'Saturn enhanced' version of Rainbow Islands with greatly improved graphics and sound. However, it is not to be confused with the arcade version of Rainbow Islands Enhanced which featured harder gameplay and different bosses. OK?




Bub was bitter that he didn't get the part in Jurassic Park.

The less platforms, the harder the level. Generally speaking.





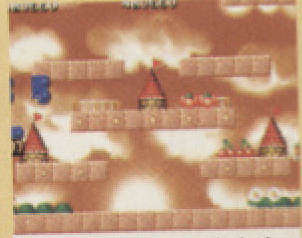
BUBBLE BOBBLE (1986)

Join cutesy dinosaurs Bub and Bob as they battle through 100 frames of top platform action, capturing enemies in bubbles then popping them! You can jump from level to level and fall off the bottom of the screen, but one touch from the hordes of enemies spells instant death for the prehistoric duo. Popping multiple meanies at once yields secret bonuses and power ups (such as lightning bubbles) and you can even jump on your own bubbles! A lot of people in the office seem to have a soft spot for Bubble Bobble, and while personally I prefer Rainbow Islands, there's no denying its an addictive game.


Collect the gems in order for a permanent power up!


The spooky third island!


The boss is almost dead! Get him Bub!


You can see the smooth shading in this shot.

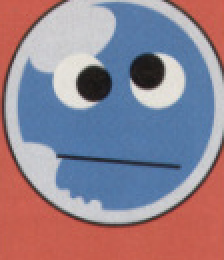


RAINBOW ISLANDS (1987)

Taito made a name for themselves with New Zealand Story and Rainbow Islands, the continuing adventures of Bub and Bob. Apparently at the end of Bubble Bobble, Bub got 'superdrunk' and the power of the rainbow turned him into the dungaree clad human star of the sequel. Don't ask. Anyway, Rainbow Islands is a vertically scrolling platform game *par excellence*.

BUBBLE BOBBLE

COMMENT



DAN

While I'm the first to admit that ten year old coin-op conversions are the last thing you want to see on your Saturn, some games deserve to be re-released. And Rainbow Islands is definitely one of them. Bubble Bobble is fun for a while, especially in two player mode, but it's Rainbow Islands that really shines. It is brilliantly designed, entertaining, challenging, and above all – highly original. How many other games on the shelves today can you say that about? Admittedly, by Saturn standards the whole package looks a bit plain (the enhanced RI goes some way towards remedying this) but its not the visuals that count here. Both Bubble Bobble and RI are brilliant fun to play and, after all, isn't that what videogaming is supposed to be about? Roll on New Zealand Story, that's what I say!

COMMENT





GUS

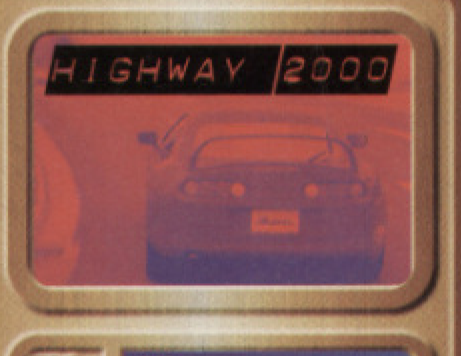
Although I'm a bit wary of the current trend for retro gaming, I must agree with Dan when he says that some games really do deserve to be re-released – especially when you consider that the Saturn is one of the first home machines to do a lot of old games justice. The graphics and gameplay of both titles in the Bubble Bobble pack are arcade perfect, as you'd expect, and the 'enhanced for Saturn' Rainbow Islands with its redrawn sprites and parallax scrolling just adds to the value. It's a shame that Parasol Stars wasn't included to complete the trilogy, but it was by far the weakest of the three so I suppose it's no great loss. If you're after a classic slice of retro arcade action then Taito's pack is just the ticket.

MEGA GAME

RAINBOW ISLANDS ENHANCED (1996)

Probe, the programmers of Bubble Bobble for the Saturn, have taken advantage of the super console's extra graphical muscle to produced a visually enhanced Saturn only mode. Rainbow Islands Enhanced features smooth shaded sprites, parallax scrolling backgrounds, and more colours all round. Die hard fans of the coin-op may prefer the 'original' look, but my money's on the enhanced mode.

GRAPHICS	**82**
▲Bright, colourful, imaginative... ▼...but hardly spectacular. Particularly on BB.	
ANIMATION	**80**
▲Suits the look of the game. ▼But hardly pushes the Saturn.	
MUSIC	**81**
▲Pleasant enough tinkles for BB and the infamous 'over the rainbow' remix for RI. ▼Yuzo Koshiro isn't looking over his shoulders.	
EFFECTS	**80**
▼Functional for both games really.	
PLAYABILITY	**93**
▲ BB is ok, but RI is an absolute delight to play.	
LASTABILITY	**92**
▲ It's addictive stuff, and there are plenty of secrets to be discovered in RI. Plus you'll play to top your best score.	
OVERALL	**90**
Looks like a 16 bit game but plays like a dream. Fans will love it, while newcomers may be pleasantly surprised.	



BY JVC

RELEASE SEPTEMBER

PRICE £44.99

GAME TYPE DRIVING

BREAK DOWN

1-2 PLAYERS

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL JOYPAD

GAME DIFFICULTY AVERAGE

CONTINUES INFINATE

SKILL LEVELS 1

RESPONSIVENESS IFFY

ORIGIN

A Pal conversion (and Westernisation) of last year's Japanese driving game Dead Heat.

GAME AIM

Negotiate the tight city streets at sufficient speed to impress your glamorous, er, 'co-drivers'.

BEAT THIS

FIRST ON BAY-SIDE

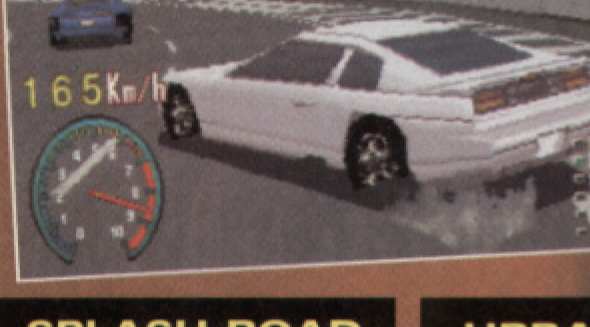






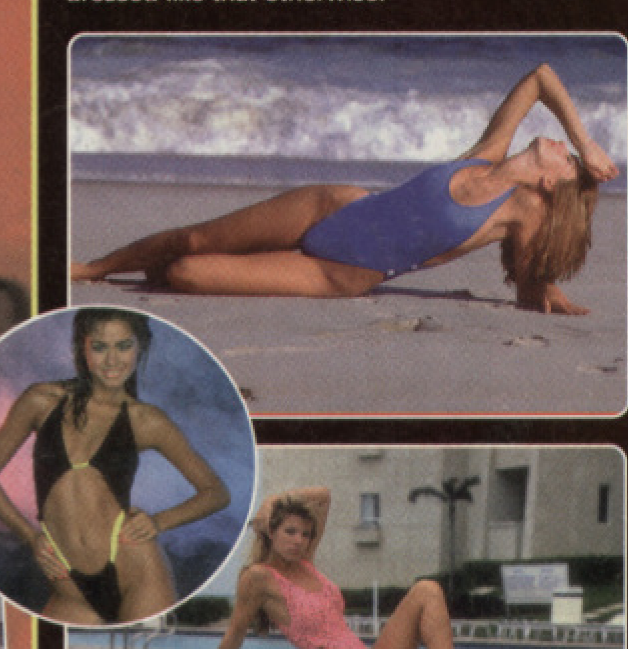


Things get curioser and curioser at JVC – the software house that brought you the ultra-bonkers Keio Flying Squadron and Sea Bass Fishing have struck again with Highway 2000, a Euro-restyling of the bizarre Japanese driving game Dead Heat. On the face of it, racing against the clock, another opponent or computer-controlled cars across five urban highways might not seem so bizarre. What makes Highway 2000 different, however, are your glamorous co-drivers – select your companion from ten lovely ladies who'll give give you an ear full of abuse if your, ahem, performance doesn't live up to their high expectations. You get to choose fom three top-of the-range sports cars, and must come first on each track in order to progres to the next level – and stay sweet with your fickle girlfriend.



BABE-O-RAMA

Since we previewed Dead Heat, the Japanese version of this game, JVC have Westernised it by shooting new FMV sequences with European babes replacing the Japanese air-hostess types. We can't go into too much detail about your hot new co-drivers (Dan gets very excitable – he had a very sheltered upbringing, you know) but we can only hope that the weather's warm wherever you're going. They'll catch their death dressed like that otherwise.

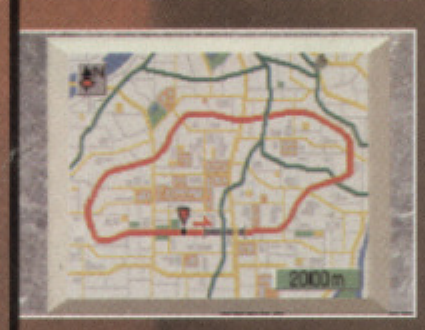


SPLASH-ROAD HIGHWAY





URBAN-SIGHT HIGHWAY





WIND-BREATH HIGHWAY





BAYS H

AY 2000





HIT THE ROAD

There are five courses in Highway 2000, and each gets progressively harder. The scenarios will all be familiar to Baywatch viewers (as should some of the bimbo-types you take with you on your journey). Coastal roads, bridges and tunnels are all familiar sights in these predominantly urban motorways. In fact, the most surprising feature of these courses are some of their names. I don't know about you, but if I was taking a hot chick out on a date I wouldn't visit a place called Wind-Breath Highway.

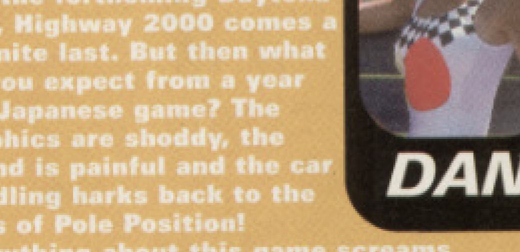






MOD CONS

Highway 2000 features a slick two player option (called Battle Mode) which splits the screen horizontally and pits you against an opponent in a race to the finish line. Other luxury items include the option to view your car from any one of three angles – from above, behind, or inside.



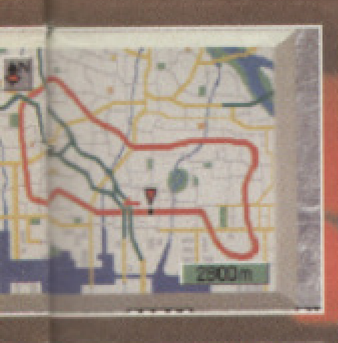
COMMENT



DAN

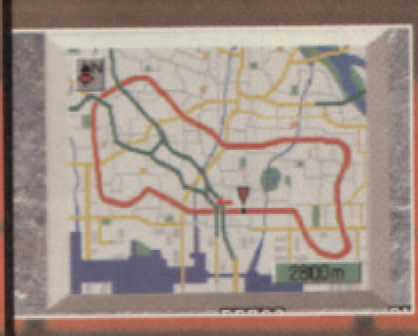
Racing against the likes of Need for Speed, Sega Rally and the forthcming Daytona SCE, Highway 2000 comes a definite last. But then what do you expect from a year old Japanese game? The graphics are shoddy, the sound is painful and the car handling harks back to the days of Pole Position! Everything about this game screams 'tacky', from the repetitive road side scenery to blatant 'babe' exploitation in the FMV sequences. Well, OK, maybe the exploitation's not so bad, but the novelty wears off pretty quickly. Sorry, but Highway 2000 smells.

AYSIDE-ROAD HGHWAY





CROSS-RAIN-BOW HIGHWAY

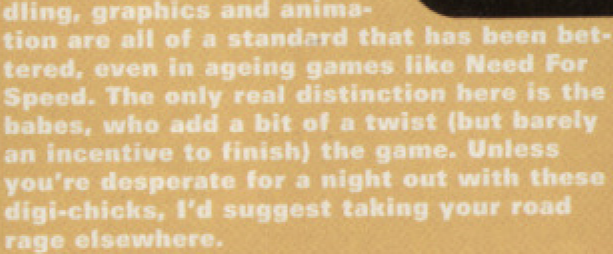




COMMENT

MARCUS

Highway 2000 takes its place on the starting grid with some very stiff competition, not least of which is JVC's own Impact Racing (review next issue). Unfortunately, a faltering performance shows that this game is badly in need of an MOT – the car handling, graphics and animation are all of a standard that has been bettered, even in ageing games like Need For Speed. The only real distinction here is the babes, who add a bit of a twist (but barely an incentive to finish) the game. Unless you're desperate for a night out with these digi-chicks, I'd suggest taking your road rage elsewhere.





GRAPHICS 70

▼The courses are very samey, and lack the sort of detail that makes them clearly distinct from each other.

ANIMATION 67

▲The clouds of dust thrown up by skidding wheels aren't bad, but there are few impressive touches.

▼Car movement is very limited. Sega Rally it ain't.

MUSIC 73

▼The pumping tunes are suitably cheesy – just the sort of Bon Jovi out-takes likely to impress your passenger.

EFFECTS 70

▼Pretty much below par, compared to the competition. You've heard better revs, skids and handbrake turns elsewhere.

PLAYABILITY 67

▼It's principally let down by the awkward car control – there's a definite knack to be learned.

LASTABILITY 72

▲There are five courses...

▼...but there isn't enough variation in scenario or course design.

OVERALL

Novelty value can't save this from being outclassed by the competition.



NHL® POWERPLAY



BY VIRGIN

RELEASE SEPTEMBER

PRICE £44.99

GAME TYPE SPORTS SIM

BREAK DOWN



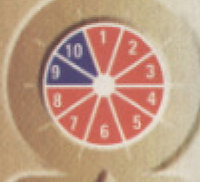
1-6 PLAYERS

ORIGINALITY

OPTIONS
CONTROL JOYPAD
GAME DIFFICULTY AVERAGE
CONTINUES UNLIMITED
SKILL LEVELS 1
RESPONSIVENESS OK

CHALLENGE

ORIGIN
The Saturn gets its second ice hockey game (after 1995's NHL All Star Hockey). This is another simulation endorsed by the NHL.



ACTION



STRATEGY

GAME AIM
Take to the ice and play hockey with the finest across exhibition, season, playoff or world tournament matches.

REFLEXES

BEAT THIS
Defeat the US team 4:1



Attracts the wrong sort, this kind of thing. Not surprising really – ice hockey's got to be one of the few games where starting, and watching, a violent scrap is actually a match highlight.

NHL Powerplay '96, Virgin's challenge to Sega Sports' NHL All Star Hockey, is a finely tuned simulation that thankfully takes into account the more visceral aspects of this 'skate 'n' maim' sport. Hockey sticks are an ideal shape for indulging in a bit of grievous, and the bodies go flying here. The odd knock and dirty tackle is one thing, but Powerplay (named after the limited power-up period where you can turn the screw on your opponent and pummel away until you score) features some spectacular examples of rink rage which can send players sliding, starfish-like, across the ice in a complete daze.

So if you're more interested in slapping other players than simple slapshots, than this is your game. The serious hockey enthusiasts, meanwhile, are in for a treat with a well-designed simulation that seems to include everything bar the St Trinian's team. Now, *that* would have been a scrap worth watching...



Each rink is different, and bears the logo of its home team.



We used to play hockey with coffee jar lids and cricket bats. Just thought I'd share that with you.

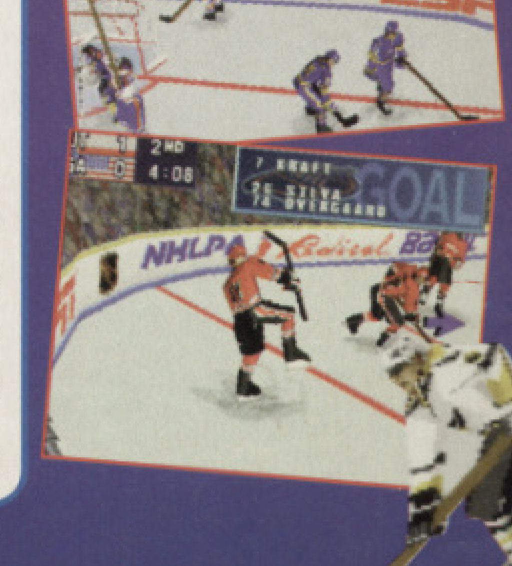


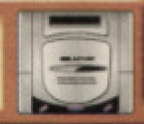
STICK WITH ME

Being officially endorsed by the NHL means that the US league's 28 teams, and all their players, are included in the game. In addition to this, there are 16 international sides – ranging from giants like Russia to relative feeblies like the UK – to choose from. The latter months of the game's development were taken up with perfecting the complex artificial intelligence system – your opponents and team-mates adjust to your skill levels (regardless of the abilities of your chosen team) so cock-ups and unpredictable behaviour don't necessarily throw a complete spanner in the works. The more you learn about the system, the more you'll get out of playing the game.









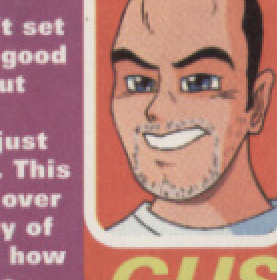






Eclair picks a fight with Meringue as the Blancmange team triumph in the Cream Cake Cup.

COMMENT



GUS

Ice Hockey games don't set the office alight like a good beat 'em up or racer, but you have to respect Powerplay for getting just about everything right. This is a vast improvement over Sega's own NHL Hockey of last year, showing just how much technical improvement is possible. The best features are the very smooth scrolling and rather intelligent camera panning, which takes the work out of finding the best angle, and the excellent control response. The graphics are extremely crisp, with the polygon players appearing solid and detailed close-up. In the more important area of gameplay, Powerplay has the slickness and pace of the classic EA Hockey games (don't sue us EA!) but with many more controls and tactics than ever were possible on the 16-bit machines.

COMMENT



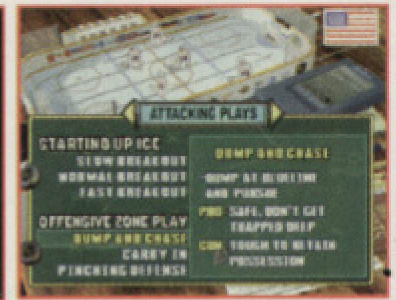
MARCUS

If you want to play ice hockey on your Saturn, the options are admittedly limited. However, your choice is made all the easier by the fact that this outshines last year's NHL All Star Hockey in almost every respect – the graphics are smoother and have a greater solidity; the gameplay is more realistic; your opponents more intelligent – even subtle details like the players' shadows on the ice are more effectively realised. And Powerplay isn't saddled with the interminable organ soundtrack that made All Star such an ordeal. If you're looking for an intelligent, detailed and intuitive game of hockey (this one's so smart it doesn't even give you the option to change the zooming and rotating camera view – you just don't need to) then you won't go far wrong with this.

HOCKEY MASTERCLASS

During one of the breaks between the three play periods you can access a detailed menu that provides you with all the kinds of detailed in-game stats that you'd expect from a top notch sports sim. Powerplay goes a bit further than most, however, with the chance to coach your team and adjust strategy with easy-to-follow graphics and advice. Select the 'Coach Team' option and you'll be given the opportunity to do things like tailor your attacking play by altering the speed of player breakouts. Should you risk your defence by concentrating on aggressive up-front tactics? Or do you play it safe? The choice is yours. You can also fiddle with your team's offensive zone play by choosing between such options as 'dump and chase', 'carry in', and 'pinching defence'. Don't worry – we had no idea what all that meant either, but the diagrams explain a lot in themselves, and you'll also be able to glance at the useful 'pros and cons' advice which flashes up beside each option you consider.







GRAPHICS 87

▲The ice looks great and the motion-captured players are even impressive in close-up, despite a slight 'sticklebrick' appearance.
▼The crowds are a bit flat.

ANIMATION 88

▲Very smooth – the roving camera does its job so seamlessly that you usually forget about it altogether.
▼The puck occasionally slips out of view.

MUSIC 82

▲The punchy chip-generated score only appears at the beginning of the game and between periods. Adds to the tense pre-play atmosphere.

EFFECTS 84

▲Excellent noises from the players' sticks and the pucks, all of which sound very realistic.
▼The crowd's responses are sometimes inappropriate, and there are stuffy tannoy announcements instead of a commentary.

PLAYABILITY 89

▲No-nonsense gameplay that reveals hidden depth the more you play.
▼Although good, this is unlikely to convert non-hockey enthusiasts.

LASTABILITY 85

▲If you like ice hockey, this will keep you coming back for more.
▼But you'll need a human opponent to break the one-player stalemates.

OVERALL

Easy to get into, difficult to master. A detailed and compulsive sim.



A 'multi-genre title' is normally an excuse to pad out one decent idea (which didn't quite qualify for 'full game' status) with a load of half baked sub games in the hope that quantity will triumph over quality.
Now, its a rare breed of game indeed that actually manages to blend several different playable sub-sections into one complete and coherent end product. Enter Keoi's Flying Squadron 2.
Based on the old Mega CD shoot 'em up of the same name, Keio 2 is bizarre platform/ shoot 'em up hybrid that holds integrity both as a shooter and as a platformer. The shooting sections are essentially the same as in the original Keio - colourful and bizarre - while the all new platform bits are - wait for it - even more colourful and bizarre! But the question remains: is it really worth forty notes?

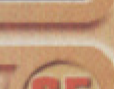
Keio 2 Flying Squadron

RELEASE: ....AUGUST	MEG:..............................CD
PLAYERS:.......................1	PRICE:.....................£44.99
BY: ....JVC	GAME TYPE:......MIXTURE!



GRAPHICS	80	Vibrant colours, nice FMV, weirdness abound!
EFFECTS	73	Again, functional.
ANIMATION	75	OK, but nothing special.
PLAYABILITY	82	Enjoyable 2D action...
MUSIC	81	The tunes from the Mega-CD are back! Very Japanese.
LASTABILITY	65	...for about 3 hours. There are secrets to be found though.



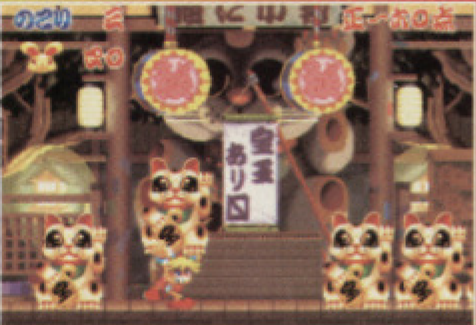




OVERALL 75

Fun, but let down by lack of challenge. One for younger gamers, perhaps?

MIX IT UP!

Keio 2 features a number of bizarre 'single level' scenarios that add further variation to the gameplay. These include underwater 'swimming' stages, rollercoaster bits (similar in style to the genre standard 'minecart' level), boss battles, puzzle sections and even a chase level where Keio must run away from a horde of killer raccoons who chant 'call me crazy!' whenever they get close. Mental!



OI! NUTTER!

The first boss Keio comes across starts out as a Sumo wrestler then changes into huge painted egg creature with stalk eyes spinning on a green pencil top. Bonkers! Or the giant tractor-cum-bald-bloke baddy who attempts to pour a bucket of paint on Keio and lets out a deadly cartoon wail whenever he gets hit. Ker-azy!







COMMENT

As surreal platform/shoot 'em ups go, Keio 2 stands out from the crowd simply because there IS no crowd. While independently the two sections are nothing special, when mixed together in a fast paced action game the variety of gameplay and the constant bombardment of bizarre images makes for an engrossing and entertaining experience. In these days of texture-mapped polygons and motion-captured sprites it's possible to forget the pleasures of simple 2D gameplay, and on this count at least, Keio 2 delivers. Unfortunately, Keio 2 is about as challenging as a two piece jigsaw puzzle, and most gamers will easily have it whipped in an afternoon. Shame.

DAN

COMMENT

While Rayman and Bug! remain my platform faves on Saturn, KFS 2 outshines much of the rest of its competition. Quality games of this type are difficult to come across these days and, while the difficulty level here is obviously pitched towards younger players, there's enough trickery and Japanese kitsch to keep older ones amused. Fun, while it lasts.

MARCUS



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MES(10)

Listen up! Special Agent Jevons here of the C.G.I.S. (Crap Games Investigation Squad) with a cautionary tale for all of you. It'd been a long day on the beat. My partner and I had spent the past six hours prosecuting some pathetic movie license turned platform game, and we were ready for a beer and a good night's sleep. But our night was just beginning.

We got the call at 10 o'clock. Seems some kid in the suburbs had bought the Chase HQ Plus pack from his local importers. Used to play it down the arcades and had 'fond' memories of the game. Didn't want to wait for the MMS review. The fool! We got there by 10:15 but it was too late. He was already bored to tears and suffering from classic W.O.M. (waste of money) syndrome. Not even prolongued play on NiGHTS could bring him round. But it dosen't end there. A few years down the line he married an Essex girl and became a chartered accountant. Tragic...

RELEASE: ....OUT NOW	MEG: ....CD
PLAYERS: 1	PRICE: ....IMPORT
BY: ....TAITO	GAME TYPE: ....DRIVING

Category	Score	Comment
GRAPHICS	47	Arcade perfect, but by today's standards – pants.
EFFECTS	41	Japansese speech which is sampled so badly it may as well be English.
ANIMATION	48	The car spinning on the intro screen must be four frames of animation.
PLAYABILITY	44	Driving and smashing up cars is good in principal – but not here.
MUSIC	49	Turn it off, just turn it off.
LASTABILITY	42	If you worshipped the coin-op you may persevere with this.
OVERALL	45	An arcade perfect conversion of a gimmick game which will only appeal to really, really die hard fans of the coin-op.



DOUBLE THE GAMES! HALF THE FUN!

The Chase HQ Plus pack features both Chase HQ and its superior sequel Special Criminal Investigations in all their sprite scaling glory. Both games involve you motoring along the road at high speeds in pursuit of your suspect, then repeatedly ramming (or in the case of S.C.I. shooting) them until their damage bar is full and the vehicle stops. Then its on to a new level to do the whole thing again! Yippee! Admitedly there are things like nitros, gears and extra weapons to worry about, but the basic game mechanics are as simple as Joanne Guest.

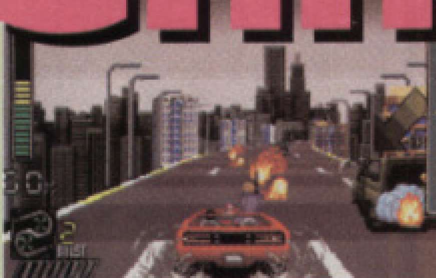


Why not take time to admire the gorgeous scenery and breathtaking architecture?



Corks! It's flying sick!

CHASE HQ



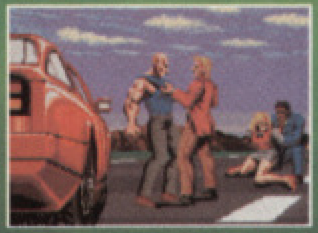






CONVERTED TO THE CAUSE!

One thing that I can't accuse Chase HQ Plus of being is a bad conversion. Despite the malformed sprites and ear-splitting sound, Taito have apparently created a spot on conversion. Just to check we got our office retro expert, Dave Kelsall, to examine the game at length. He came away with this to say: 'Yup. Its arcade perfect all right.' Still, the game does NOT make use of Sega's awesome analogue pad.

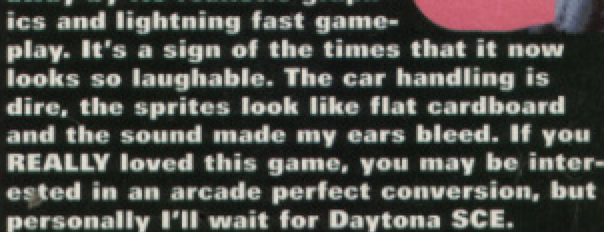








COMMENT



DAN

While Taito's Bubble Bobble is a good example of a game which has stood the test of time, Chase HQ is the perfect case study of one that hasn't. I remember playing this in the arcade when it first came out all those years ago, and being blown away by its realistic graphics and lightning fast gameplay. It's a sign of the times that it now looks so laughable. The car handling is dire, the sprites look like flat cardboard and the sound made my ears bleed. If you REALLY loved this game, you may be interested in an arcade perfect conversion, but personally I'll wait for Daytona SCE.

COMMENT



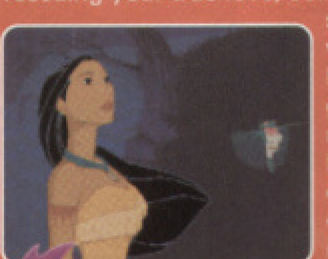
MARCUS

Chase HQ illustrates the dangers of retro gaming in a sobering way. I had fond memories of this and games like Outrun but, rather like the first single you ever bought and your favourite episode of Chigley, these are memories best left alone. Chase HQ is a museum piece that has purely novelty value – arcade perfect it may be, but arcades were very different places all those years ago.

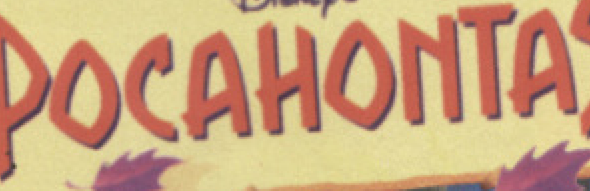


Have you ever wanted to dance barefoot through the forest? Ever wanted to run with the wind, sing beneath the trees, feel the dew between your toes and the sunlight on your face? And have all the animals as your furry little friends?

Well you'd better go camping then – this is a games magazine and you won't find any articles about miserable outdoor 'leisure' pursuits within these pages. Instead of a night beneath the stars we'd heartily recommend a few nights with Pocahontas. Sega's latest Megadrive offering puts you in the moccasins of Disney's Native American babe as you wander through the frontier lands, preventing a war and rescuing your true love, John Smith. Presumably he'll sort sort out the beers when you finally save him. If all this sounds a bit girlish, then you can alternate play between Pocahontas and her raccoon chum Meeko. Which is quite clever. But just as girlish, really.







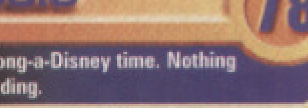
RELEASE: ...... SEPTEMBER	MEG:................................ 24
PLAYERS:........................ 1	PRICE:...................... £44.99
BY: .... SEGA	GAME TYPE:.... PLATFORM





Category	Score	Comment
GRAPHICS	83	Basic backgrounds, but highly detailed characters.
EFFECTS	80	Some very graceful 'at one with nature' trickery.
ANIMATION	86	Great movement with plenty of frames of action.
PLAYABILITY	87	A challenging but rewarding play, featuring a variety of game styles.
MUSIC	78	Sing-along-a-Disney time. Nothing outstanding.
LASTABILITY	79	The linear puzzle elements have little replay value.

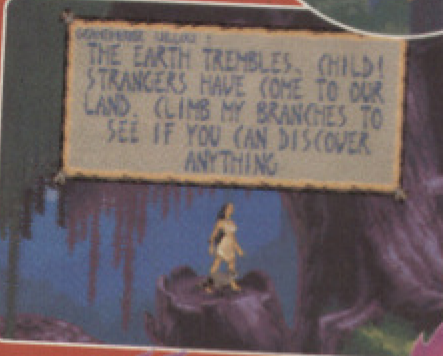




OVERALL 85

An intriguing and well-produced license, with several fresh gameplay innovations.







ANIMAL MAGIC

Throughout the game you'll come across all sorts of animals. Some of them, like the deer with a bramble bush entangled in its horns, will be in distress. By freeing the deer you absorb its spirit. Elsewhere you'll race the wolf for a special reward, and so on. Other animals' spirits will give you new abilities and help you swim, jump, climb etc. The spirits 'menu' will tell you which abilities you currently hold and which you've yet to acquire.







COMMENT



GUS

You're thinking this is one of those Disney games. One of those big-selling, unoriginal platformers. You'd be wrong on that count, as Pocahontas is a pretty unusual game concept. At least attempting to fit in with the film's non-violent theme, it has you running about the forest helping furry friends and trying to prevent the outbreak of war. This is going to be a non-starter for Megadrive owners raised on a diet of Desert Strike and Mortal Kombat, but anyone interested in a new puzzle experience (not too hard, mind) would be advised to investigate.

COMMENT



MARCUS

Basing a game on big girl's blouse Pocahontas isn't the most promising idea we'd ever heard, but you don't have to collect Barbies and have pigtails to enjoy this. In fact, this is one of the most unusual Megadrive titles we've come across in quite some time. There's nothing quite like its combination of action and visual puzzles, but there are favourable comparisons with games like Ecco and Kolibri. This won't satisfy your bloodlust, but if you're looking for something more cerebral then Pocahontas has got more to offer than just a great pair of legs.



BY: TITUS

RELEASE: SEPTEMBER

PRICE: TBA

GAME TYPE: PLATFORM

1 PLAYERS

8 MEG

BREAK DOWN

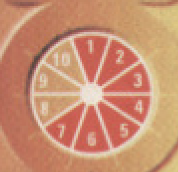


ORIGINALITY





CHALLENGE



ACTION



STRATEGY



REFLEXES



OPTIONS

CONTROL
JOYPAD

GAME DIFFICULTY
AVERAGE

CONTINUES
1-6

SKILL LEVELS
1

RESPONSIVENESS
GOOD

ORIGIN

Whizz has been in production for years – it was originally called 'Top Hat' and commissioned for Psygnosis.

GAME AIM

Make your way to the exit within the time limit, taking the most points-laden route.

BEAT THIS

30,000

WHIZZ

It takes something special to become a video game icon. What does Sonic have that Bubsy doesn't? Would anyone really give a monkey's if Rayman slipped into a canal? There's a thin-line between pre-pubescent adoration and ridicule. Whizz bravely steps into this breach as a rabbit wearing a top hat and tails, who attacks his enemies with a comedy spin and has the worst title screen in living memory. You may think things can only get better. And they do...

BEAT THE CLOCK

Each stage of Whizz is a race against time, dictated by a harsh time counter in the top-right corner. Death can be staved off by choosing a route through the mazes carefully, leading to further hourglass time top-ups.



After last month's crabstick pictures, and the amusing captions that went with them, by popular demand, more crabsticks.





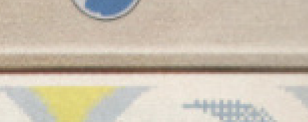
This bit is clever. Well it's all clever in a 16-bit kind of way, but here you get to 'Play your cards Right' in order to make a bridge of money. Come on dollies, do your dealing!



GET HERE IF YOU CAN

"You can travel by speedboat, take a sled and slide down slope". The words of Oleta Adams are uncannily apt in Whizz, where, as the game opens up, other modes of transport appear (including the two mentioned here). These will get you to other areas with beneficial points consequences.





MEGA GAME

BUST-A-MOVE 2

Many moons ago, a cute little puzzle game called Bubble Bobble introduced the world to Bub and Bub, two dinosaurs who liked nothing better than shooting brightly coloured balls around.
Well, Bub and Bob are back, in glorious 32 bit. The stars of the curiously titled Bust A Move 2 (no-one is quite sure what Bust A Move 1 was) are up to their old tricks, the only major concession to new technology being the relaxing travel agent's-type posters that form the backdrops to their latest escapades.
Bust A Move 2 is best described as Baku Baku in reverse – you connect balls of the same colour (thus eliminating them from your screen and dumping them onto your opponent's) by shooting them up with a clockwork harpoon gun. The loser is the, er, baby dinosaur who gets overwhelmed by the advancing multi-coloured balls. Oh, and just one more thing – it's quite possibly the best puzzle game we've ever seen.

RELEASE: SEPTEMBER	MEG: CD
PLAYERS: 1-2	PRICE: £39.99
BY: ACCLAIM	GAME TYPE: PUZZLE

GRAPHICS 85
Cutesy, twee, cheesy, bizarre. And fairly basic.

EFFECTS 80
Popping noises accompany triumphant splatters.

ANIMATION 82
Minimal, but effective.

PLAYABILITY 92
Awesome – pure gameplay brilliance.

MUSIC 80
Cutesy Japanese puzzle tunes. Ignore.

LASTABILITY 92
In two player mode, this will last forever.

OVERALL 92
Awesome puzzle fun – so addictive it's frightening.





The Bust A Move time trial – try to stop playing before 4am.



Hop across an alphabetical Bust A Move tournament in the Puzzle level.



Your opponent illustrates the 'don't let this happen to you' method of Bust-a-Move by getting crushed beneath a ton of balls.



Bub (or is it Bob?) tackle bizarre animated opponents in the introductions to each level.

BALL BUSTERS

If you ever tire of the ball-shooting routine (improbable) then there are a few spins that add an extra thrill to the Bust A Move experience. Variety level (in two player mode) introduces rogue starburst balls that demolish whole chains; the Puzzle level sees Bub hop across the alphabet through an island, tackling different ball-related puzzles as he goes; if you play against yourself (instead of another opponent or the Saturn) then you'll be looking to beat your best ball-demolishing time. All part of the rich tapestry of puzzle-tastic posers presented in Bust-a-Move 2. Hurrah!

COMMENT



DAN

Bub and Bob are back (er, whatever happened to Bust a Move 1?) for more top puzzle action than you can shake a tiny cute dinasour at. From the way Bub and Bob crank the bubble gun to the brilliant inter level cut scenes, Bust-a-Move 2 positively oozes charm from every bubble. And as for the gameplay... well, lets just say Bust-a-Move 2 is so addictive it ought to be registered as a class A drug! Despite the simplistic nature of the game, I have no problem recommending this as an essential purchase to one and all.

COMMENT



MARCUS

Any doubts you may have about this not maximising the Saturn's processing potential will be forgotten once you begin playing. This simple-seeming game exerts an overwhelming control which makes it incredibly addictive – the attraction of pure gameplay class was never better illustrated.
Maybe more could have been made of the graphics, and more options could have been added, but even in this basic form Bust-a-Move 2 topples the mighty Baku Baku to claim the title 'King of Puzzlers.'

P

STRIKER '96
ACCLAIM
£44.99
1 PLAYER
FOOTBALL

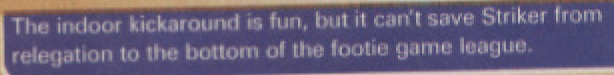






With Euro '96 and Olympic Soccer already out there (different people have different opinions about which is best – both are very good) and Sega's gobsmacking Worldwide Soccer on the way, any football game entering the market now has got to be pretty smart to make an impression. Sadly, Striker '96 just hasn't got the right stuff. To give it the benefit of the doubt this is best seen as a fun kickaround rather than a serious attempt at simulating the beautiful game. But that doesn't change the fact that the gameplay feels very limited and the commentary (by Sky TV's Andy Gray) is extremely narrow and at times comically inappropriate. The major redeeming feature is the chance to play small-scale matches inside glass-domed arenas. With no weather problems, goal kicks or throw-ins, matches are fast-moving and high scoring. As an overall package, however, Striker is strictly second division.

OVERALL 76



The indoor kickaround is fun, but it can't save Striker from relegation to the bottom of the footie game league.

STARFIGHTER 3000
TELSTAR
£44.99
1 PLAYER
SHOOT 'EM UP

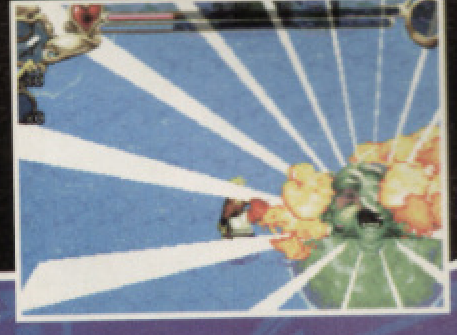


The rather surreal, and in places crude-looking, graphics this game comes dressed in have been responsible for it receiving a bit of a rough ride. Persevere, however, and you'll discover something detailed and big enough to keep you engrossed for quite a while. Zoom around in your Predator space ship, shooting enemy installations, tackling airborne opponents, docking with your mother ship and collecting power-ups. This is a traditional style game that holds enough twists in its familiar gameplay to keep you coming back for more across an incredible sixty missions, which are in turn subdivided into fifteen levels. Once we'd scratched the rather drab surface of this game we found something surprisingly compelling underneath.

OVERALL 80

Nothing groundbreaking, but Starfighter's mix of strategy and action offers solid, lasting gameplay.

STORY OF THOR 2
SEGA
£44.99
1 PLAYERS
RPG



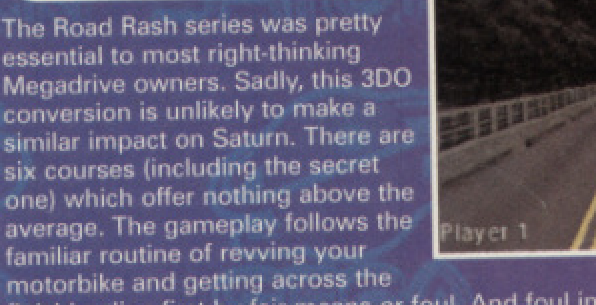


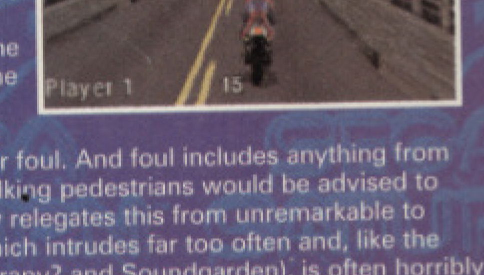
Developers Ancient return to pick up the story where they left off on the Megadrive. Story of Thor 2 sees our hero Leon ordered to seize a mystical silver amulet with a golden amulet and six elemental spirits for help. More action-orientated, better-looking and certainly better-sounding than Shining Wisdom – its closest competitor in the RPG stakes – Story of Thor 2 builds on a formidable reputation and is undoubtedly one of the finest examples of the genre currently available. Those up for a seriously hardcore challenge in the Zelda style would perhaps be better off opting for the enormous Shining Wisdom, but Story of Thor 2 undoubtedly delivers with an intuitive combat system and some tough puzzles. The more you unravel what this sumptuous game has to offer, the more you get out of it.

OVERALL 89

The Thor legend goes from strength to strength – a well-balanced RPG ideal for devotees and novices alike.

ROAD RASH
EA
£44.99
1 PLAYER
DRIVING







The Road Rash series was pretty essential to most right-thinking Megadrive owners. Sadly, this 3DO conversion is unlikely to make a similar impact on Saturn. There are six courses (including the secret one) which offer nothing above the average. The gameplay follows the familiar routine of revving your motorbike and getting across the finishing line first by fair means or foul. And foul includes anything from fists to bicycle chains. Any jaywalking pedestrians would be advised to stay out of your path. What really relegates this from unremarkable to tedious is the loathsome FMV which intrudes far too often and, like the soundtrack (from the likes of Therapy? and Soundgarden), is often horribly inappropriate. Wait for Manx TT.

OVERALL 73

The strong game concept can't survive the disappointing sprites, animation, courses and FMV. A missed opportunity.

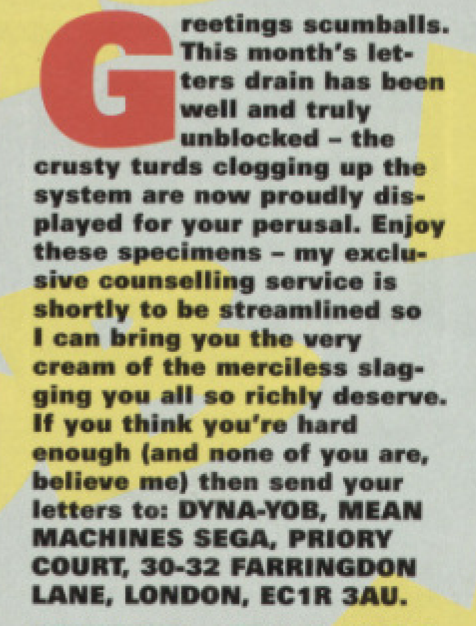
MEAN YOB

Greetings scumballs. This month's letters drain has been well and truly unblocked – the crusty turds clogging up the system are now proudly displayed for your perusal. Enjoy these specimens – my exclusive counselling service is shortly to be streamlined so I can bring you the very cream of the merciless slagging you all so richly deserve. If you think you're hard enough (and none of you are, believe me) then send your letters to: DYNA-YOB, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

NUMBER CRUNCHING

Dear Yob,
I am just writing to inform you (if you don't already know) that in the first week of the PlayStation and Saturn price cuts to £199, the PlayStation sold a mega 7,000 units while the Saturn only sold 850 (which is a rise of 72% on Saturn sales the previous week). I got this info on Channel 4 teletext page 471. I doubt you will have the guts to print this but you did say we can not ignore the fact that the PlayStation exists. Captain Sega said we will win the next generation battle by Christmas. Well Sega, you've quite a bit of catching up to do in Britain, where the PlayStation has well outsold the Saturn. But anyway, I'm not bothered. I don't have one regret in buying a Saturn. But here are a few tips for Sega: 1) Try a massive tele advertising campaign; 2) Cut the price of your games to the price of PC games. This would be a killer, especially to Nintendo who are going to sell games from £50- £80. Anyway, what a waste of time this is as you will never have the guts to print this. Wimps. But I shouldn't complain, its not your fault. So, as Steve would say,
'ta da'.
Anonymous, Scotland

YOB: I had the 'guts' to print your letter 'Scotland' (pity you didn't have the guts to address it). I hardly think guts are required to reply to snivelling nonces from Balaclava-land. As for your letter 1) the 'figures' are indications made by one retail chain. 2) Sony spent close to a million quid on ads in that period and the brief advantage in sales they made has now evaporated almost down to a one-to-one selling ratio (according to latest 'sources'). Anyway, Playstation is around, there may even always be more sold than Saturns. The point is, who has the better library of classic and new titles? Answer: Saturn. PS. big ads for Saturn soon.



Thanks to Kevin Allan for this picture of, er, 'Mean Bob'. Yob's Samurai brother?

RABBIT DROPPING

Dear Yob,
The other day I was flicking through an issue of what used to be Sega Magazine, and in issue 5, page 15, bottom right hand corner just above a screen shot of flink was a shot of a game named 'Castle game'. I noticed the way it was set out and then right in the middle of the picture was a little rabbit looking out at me.
I thought I had seen him somewhere before, and I was right. After piles of mags I found the same rabbit in a game called Whizz on the Megadrive. My question is, why did Whizz take so long to make?
Well that's it, and thanks for your time.
Simon Stallwood, Essex.

YOB: The story of Whizz is long, tortured and not of any real interest to people accepted in normal society. But since it's you asking, I'll explain. Whizz was initially to be programmed for Sony/Pysgnosis by the developer, Flair. But the cartridge market lost its attraction for Psygnosis a couple of years back (they got stuck into PSX development) and the project lost its publisher. Things were probably put on hold until Titus picked up the project a few months back.

BORING MANGA FAN

Dear Yob,
Well, how are we coping with serious letters? it must be hard for you. I mean, when I turn to your two humble pages I always expect a good laugh as you slag off some poor git who's trying to be funny. Anyway, don't you think its time you changed the picture of yourself, its getting a bit old. Why don't you get Paul Johnson to do you one, he's a bloody great artist isn't he? Just a quick word to ol' P.J. How old are you? How'd you get that good at drawing? Also, like me, you're a big anime fan, but hey, don't get too worked up over Ghost in the Shell. I thought it looked pretty crap. Try Armitage III, it's way better than Ghost.
Anyway, back to Yob. Keep up the good work, and, oh yeah, what is Steve Merrett really doing, and what happened to Oz and Paul Bufton? Hmmm.
JS, Land of El Hazard

YOB: Are you writing to me or what? I'll give you Paul Johnson's address if you want to have a kissy-kissy-love-in, but don't involve me in your sordid fondlings. It's Paul Twater Johnson, Beach Front Bogs, Butlin's Skegness, Nowheresville. Steve Merrett is dead, Paul Bufton is an international lady of leisure and Oz is now a professional tramp who regularly begs on the editorial office doorstep.



Hedgehog Chainsaw Massacre – Tails' next of kin and the RSPCA have been informed.

JAILHOUSE COCK

Dear Mean Yob,
I am in this place wondering which is the best computer out. I've recently owned a PlayStation and I loved it, but when I get out in April I want to know which will be the best console to buy? (even though I'm in here I still read computer magazines).
So I would appreciate if you would tell me which (PlayStation or Saturn) has the most potential. I've read the Saturn has parts it's not even used yet. Is this true? I have loads of PlayStation and Saturn magazines and I have to admit Saturn is looking better than the PS at the moment. Games like Tomb Raider and Fighting Vipers are looking 1st class.
P.S. Could I remain anonymous in the magazine?
Anonymous, Middlesex.

YOB: I better get this right or you might get Ronnie, Reggie and Bungo to 'sort us out' while you're doing 'bird'. You would expect us to be biased – Sega send us fresh fruit and flowers every day, just for saying Saturn is best. But it is, as any brief lookout at the software lineup shows. It is, after all, about games and gameplay, and while Sega have finally got to grips with their machine, the lack of real investment by Sony in development (apart from, admittedly, Psygnosis) is beginning to show.

DIRTY SLAG HEAP

Dear Yob the knob,
You smell of s**t and you are a tramp and a puff. You dress so badly why not try wearing something more in the nineties. You think you're so hard but you're not, so go ***** a sheep. Answer these questions or else.

1. Why do you have weapons with you?
2. Why do you dress so bad?
3. Where do you live? In a pile of s**t?
4. How many girlfriends have you had? None probably!
5. What do you eat? Some scraps out of a bin?

Becky Hill, Essex.

YOB: What's a puff, anyway? I thought it was a kind of biscuit. I think you're a kind of biscuit. But not a 'nice' biscuit. A soggy one. I have weapons with me to execute people like you on sight. I don't dress badly, but it appears to you I do, since your wardrobe is full of hooded tops, bell-bottom jeans, A-line skirts, shell suits and more of the 'latest fashions'. I live comfortably, from vast wads of cash handed to me for slagging bimbos like you which is, I assure you, easy money.



He's back from seeing Mr Spoon – yes, it's the prolific Ryan Button in Quake-tastic form.

RETURN OF THE TWAT

Dear Yob,

The reason no-one can find Skegness is because the whole sad crappy little hamlet is situated up a huge cow's ass where it damn well belongs. I used to get Sega Power, you know. On a serious note, they were at one time a very good mag (when it was called 'S'!). Anyway, I am amazed, in fact stunned, by the sheer graphics and playability of Guardian Heroes! I bought this incredible experience a week ago and it's now responsible for my lack of sleep! And it's all because Treasure know how to really make games. Full motion video, 3D polygons and oscilating, multi-functional gourad hyper-jiggery ponce scrolling are all fine and good, but it's gameplay that we really want. Still, its a good job that Guardian Heroes has some of the best defined sprites and backgrounds in history. Apart from Street Fighter Zero 2, I've never seen such well drawn anime style gaphics in a game. Finally, I think that Mulder and Scully should be called in to examine M.Shawlen's letter. Obviously he's got psychic powers if he can predict my age, social activities and where I write too. Still, I sympathise. I think the reeking stench of fish from nearby Grimsby has affected this unfortunate fool's already twisted mind. Hopefully, this same puke-inducing smell will give him the urge to join his ancient ancestors by crawling up the nearest sheepdog's ass. And staying there.

Paul 'Otaku' Johnson, Anime PJ Land

YOB: You do know the only reason I print your letters is I don't get that many. I hate you. Seeing one of your envelopes makes me spew. Thanks for your thoughts on Guardian Heroes, but just remember who does the reviews around here. And once again, I hate you.

BADELY RITEN TOS

Dear Yob,

The lady next door to me wants to marry you. She's a fat slob from a hippo's armpit. Speaking of marriage, what were you doing at the Battersea Dog's Home? Trying to find a new wife? Anway, I'm writing to complain that when my brother sent a tip into the tips pond some asswipe put the tip under another name to get out of sending him the game he wanted. He found three more cheats and we are not sending them until he gets the game he wants (Shining Wisdom). If you give us any stick we will insert a PlayStation up your ars [sic] to go with the Sectrum [sic].

Yours angraly [sic],

Janice Duke

YOB: Dear Jaundice, thank you for your heart-warming letter, which included the words 'asswipe', 'rectum', 'ars' (which is actually spelled 'arse') and a host of other entry-level expletives. It amused me so much I did something I've always been meaning to do. I've sent a copy off to your parents, who of course have no idea their little poppet uses such vile language. Write again when you're not grounded anymore – like 1998.

Important Notice: next month YOB is being rationalised for the new look MEAN MACHINES, for your added enjoyment and convenience. For the first time anyone wanting a sensible answer on a sensible question should write to MEAN MAIL, MEAN MACHINES SEGA. 'Ars-wipes', as Janice would probably call them, should continue writing to the same address.



I t has to be said that the letters are becoming more sensible, probably because I'm a sensible person and there is less of the 'list these games in order' dross which used to form an integral part of the Q&A page. Sadly, one thing that doesn't change is the length of this damned intro box. Anyhow, all change next month when we finally dispense with that horrible picture of me that cost an absolute packet. Send your letters in moist anticipation to: Mr B's Nice and Sleazy Q&A, Mean Machines, 30-32 Farringdon Lane, London EC1R 3AU.

FUDGE SUNDAE



Dear Gus,
Will you please shed your incredible knowledge on my gaming naievity. I'm seriously thinking about buying a Saturn as I am hooked on Sega Rally and Daytona in the arcades. However, its becoming a bit expensive spending £1 and £1.50 a throw.
1. How close are the textured polygons on the Saturn compared with the coin-op's texture mapping?
2. Does the Saturn's steering wheel have the same kick-back on it when you hit another car, etc?
3. For £50 it seems a bit expensive buying an arcade steering wheel for the Saturn. Do you think it's worth buying one?
4. Virtua Fighter tends to be a lot of button bashing and very little skill. I've never played VF2, could you please tell me if it requires any more skill then, say, Tekken?
5. How will the Saturn fare when it comes to converting the newer Model 3 board games set for release?
Mat Harrison, Malvern
GUS:**1. The graphics of the Saturn version are not of the same resolution or detail of the arcade. That's just not possible on home hardware. However, Sega Rally is breathtakingly like the arcade in look and style, and the graphics are unrivalled by any other racer. I suggest you have a short play in a software shop (any decent one should let you) and I have no doubt you'll be hooked.**
2 The steering wheel has no kickback, it would need electronics and motors that would cost a fortune. It is useful for giving a distinct analogue control feel to this and other racing games.
3. I personally don't have one, but if you're seriously into racing games, you'll end up getting one.
4. No! VF2 is one of the most elegant, subtle video games ever made. Don't rely on a brief assessment. Each character has hundreds of moves and the real skill of the game is learning to develop a personal fighting style out of these moves, almost choreographing your favourite character. There is more skill than Tekken as VF2 uses 'real' contact moves, not long-range attacks.
5. Time alone will tell, but rest assured, the games will never be on the Playstation!

KULFI

Dear Gus,
I have some questions which need answering because I need to impress my dog.
1. I am hooked on the Shining Force games, so can you tell me if any are planned for the 32X, Mega CD or Megadrive?
2. If not, are there plans or news concerning another one?
3. Can you tell me if Monkey Island for the Mega CD is any good, and how much it costs?
4. Whatever happened to Shadow of Atlantis and Alone in the Dark for the 32X? Were they dropped?
5. Would the 32X's FULL power combined with the memory capacity and music quality of the Mega CD get even close to making games such as Shining Wisdom, X-Men, or Sim City 2000?
David Hey, Portknockie, Buckie
GUS:**1. There won't be any more 16-bit games, but the programmers, Sonic, are working on several Saturn projects.**
3. It's good for an old game, which it now is. Don't pay full price.
4. Dropped like the hardware.
5. Probably...not.

ICELAND TIRAMISU

Dear Gus,
I've been saving my questions for about a year, just to make sure that Steve 'punkmuthafokka' Merrett has well and truly left the Q&A page. Now I can expect decent, truthful, unbiased answers.
1. Why does the screen display 'miss' when an innocent person is shot in Virtua Cop?
2.Will the new Daytona CCE game feature a multi-machine link-up like Daytona USA in the arcade? It was a laugh playing it with three mates a couple of years ago.
3. I will be studying GNVQ Business and A-Level computing at college from September. Is A-Level computing the right path to take if I want to become a games programmer (maybe the next Yu Suzuki)?
4. Were Sonic & Kunckles or Sonic CD created by Sonic Team? Do you think this explains why they lack those extra gameplay touches needed to be megagames?
5. What would happen if I played a full screen PAL game (eg. UK Sega Rally) on a Japanese Saturn,



providing that the Saturn had no 'lock-out' system?
6. There is no AM2 icon in Virtua Racing Deluxe for the 32X. Why didn't AM2 handle the conversion? Could they have done a better job?
Nygel Nevins, Manchester
GUS:**1. Do you really need me to answer that? It assumes you've missed your intended target.**
2. Daytona will be split-screen, and a netlink version is planned to go with Sega's new modem peripheral!
3. Certainly, programming knowledge is important if you want to design games a computer can realistically handle.
4. They were the work of the Sega Technical Institute in America, who are now working on Sonic Extreme. But Sonic creator, Yuji Naka, has been involved in every Sonic game.
5. The answer I suspect you want to hear – it would go faster. However, due to screen sizing, some information would be lost off the bottom of most UK TVs.
6. I have to be honest and say I don't know if they did handle it. And with the 32X in general, who can ever know?

BUTTER PECAN PIE



Dear Gus,
I have a few questions for ya, big man.
1. Is Wipeout on the Saturn better than the PlayStation version? Please be honest.
2. Don't you think Capcom should make SF3 instead of Super Ultra Turbo Alpha Street Fighter 2? And if they do, will it be 2-D or 3-D?
3. My mate says he prefers Street Fighter to Mortal Kombat. Which do you prefer?
4. My uncle says PlayStation's Tekken is better than Virtua Fighter.
2. And my mate says that PlayStation is better than Saturn. What do you say?
5. List best to worst: VF2, Destrucion Derby, Wipeout, Ultimate UK3 and Gex. Ta!
Thomas Ferrans, Ayrshire
GUS:**1. No. The truth hurts doesn't it.**
2. Here's the line on this one – I thought Alpha was good, but I couldn't give a monkey's about Streetfighter anymore, and Capcom should change the record. There may be howls of protest

from 'real gamers' about that, but they should bog off and expand their gameplaying horizons.
3. 3D beat 'em ups are much more fun.
4. Your mates, your uncles, they all sound like bores. And they are wrong.
5. Gex, Wipeout, UMK3, VF2 – DD we've yet to review.

PRUNES!

Dear Gus,
Great mag. Keep up the good work.
1. How will Sega manage to get Virtua Fighter on the megadrive?
2. Will it have Lion Rafale or Shun Di in it?
3. Will Sonic 3D on the megadrive just have a red and yellow chequerboard or will it have other colours too?
4. How come you gave Toy Story 92% when I think it deserves 97%?
5. I like beat 'em ups. Any beat 'em ups apart from VF coming on the Megadrive?
6. Whats the best beat 'em up on the Megadrive?
7. How much did you give Pitfall?
Mudassar Aslam, Birmingham
GUS:**1. With a good programmer and a large cartridge.**
2. It doesn't.
3. The first feature we did was of level 1.
4. Because we're the toughest markers in Segadom! Too many levels had a similar structure.
5. Nope.
6. Currently MK3, but VF is going to 'kick its ass' as vulgar Americans say.
7. Too much.

CHOCOLATE MUD PIE

Dear Gus,
I am thinking of getting a Saturn or PC and these questions could help me decide:
1. Which is more powerful: a Saturn or a Pentium 100?
2. What's the difference between SGLOS and the PC's graphics?
3. Will most of the top PC titles be converted to Saturn?
4. How many more titles, and which, are due for release under the Sega PC range?
Jake Grant, Cottenham, Cambs
GUS**1. Both are performing to much the same level. The PC has better processing power, but the Saturn has excellent custom graphics facilities for 3D.**
2. 'Graphics Library' is misinterpreted and over used. It's a set of routines developed from machine code to optimise Saturn's power. A PC does not have any custom graphics hardware chips.
3. It's happening – Command and Conquer, Quake, Duke Nukem 3D etc.
4. Lots, but the Saturn versions will always be better.

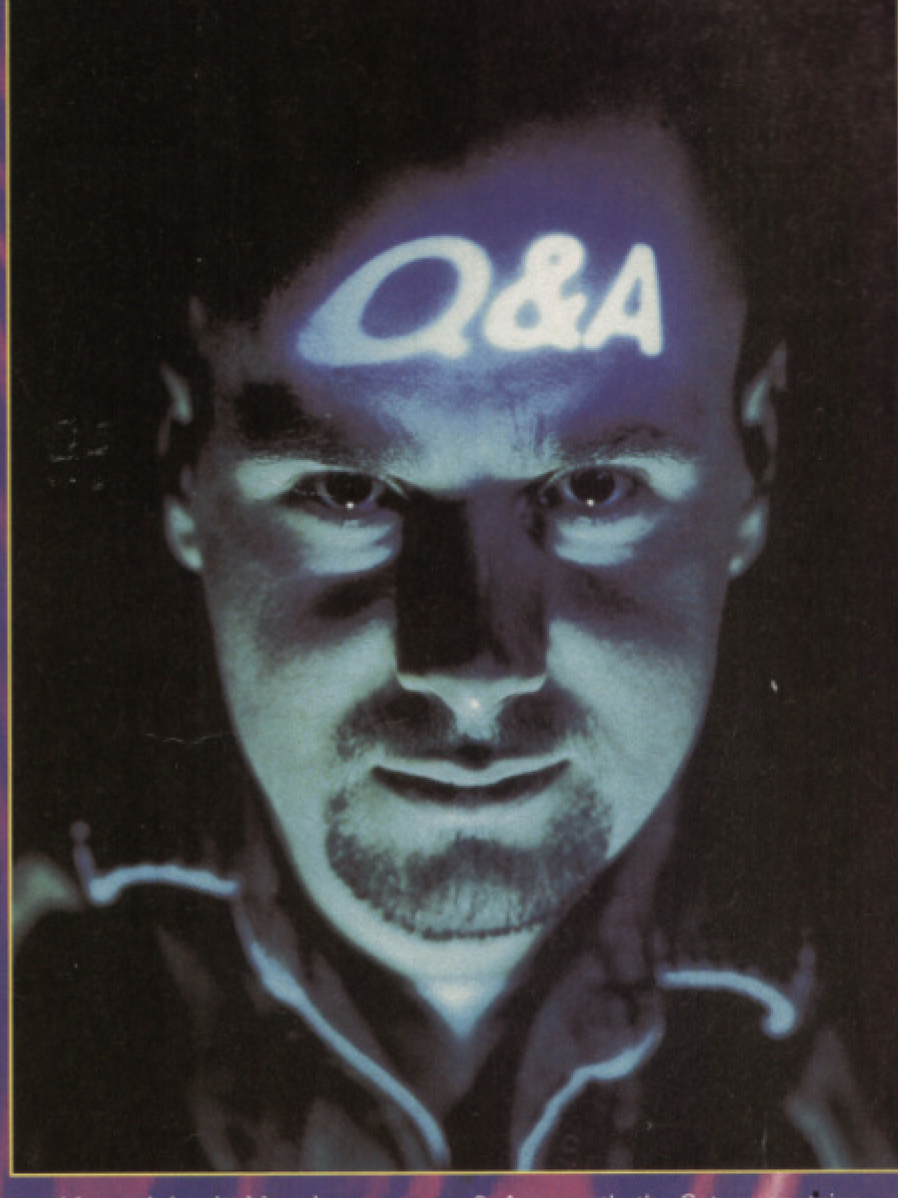


CREME BRULEE

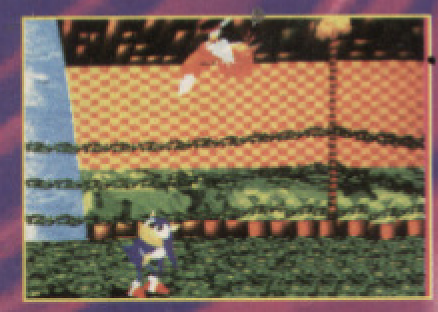
Dear Gus,
My bud, pal, friend who will answer and print the questions I'm about to ask–
1. When will the amazingly brilliant NiGHTS be coming out, and around how much will it cost?
2. Is Crystal Dynamics' 'The Horde' any good?
3. Is Syndicate Wars on the Saturn going to be like Syndicate on the Megadrive?
4. Seeing as Toy Story did so well on the Megadrive is there any chance of a Saturn conversion?
5. Is either Tekken or Tekken 2 going to be brought out on Saturn?
6. Who do you think is best-looking out of Claire and Lucy?
7. When will VirtuaCop 2 and Magic Carpet 2 come out on Saturn?
8. Isn't the 'Astra from Vauxhall' advert with the little babies tops?! Especially when they sneeze!
Martin Scott, Hemel Hempstead, Herts.
GUS:**1. September 5th, £39.99**
2. Yep.
3. Much more ambitious, but with the same idea.
4. I think the time has passed.
5. Lots of rumours, no facts. Who cares, it's overrated.
6. Lucy's run away before I could judge that.
8. No, I think it's crud. Current fave ads are Walls' Solero and John Smith's bitter.

GATOH!

Dear Gus,
Oh mighty, mysterious, dragon slaying, princess saving, question answering hero! Since your mag is the best can you answer these interesting questions?
1. Will Quake (PC), Formula 1 (PS) or Resident Evil (PS) ever be released on the Saturn?
2. Will 'X-Men' or 'Daytona' be released on the PlayStation, considering that Sega have Destruction Derby and Wipeout?
3. Please could you tell me if EA are planning a sequel to Fifa 96?
4. I have played Cruisin' USA and Ace Driver in the arcade and now I hear they are being released on the N64 - I think they're crap! What do you think?
Paul Rooney, Litherland, Merseyside.
GUS:**1. I know what formats the games come on, thank you. Yes, maybe, yes is the answer.**
2. X-Men might (they've had REAL problems doing it, I hear). Daytona – Never, never, never!
3. Yes, for Christmas.
4. Well done, you are correct. Cruisin' USA is the best Nintendo have been able to come up with in the arcades for four years. Unless you count that cruddy MK rip-off, Killer Instinct.



RICE KRISPIE CAKES



Dear Gus,
The contestant is Angus Swan, his choosen area of expertise is Sega, and your time starts ... now!
1. C&VG stated that a representative of Squaresoft, Han Lee, expressed an interest in the Sega's new SGL 2.1. Does this mean we might be seeing Final Fantasy VII and Tobal No.1 on the Saturn?!
2. Apparently the Saturn contains several undocumented DSP's that Sega never released information about. Is this true, and what are they capable of?
3. Any word on Fighting Vipers, Virtua Cop 2, Manx TT and Sonic Fighters on the Saturn?
4. The King Of Fighters '95 Memory cartridge is a brilliant idea. Are any other companies going to use it?
5. Now that Psygnosis are out of their contract with Sony can we expect to see quicker conversions of Wipeout 2 and Destruction Derby 2?
Craig Baxley, Coventry
GUS:**1. It does have that potential meaning. We ran that rumour in gossip 3 issues ago.**
2. Yes, we ran that rumour three issues ago. It was me who showed the document to C&VG.
3. Sonic Fighters this year. Nothing on Manx TT.
4. Well, SNK have dumped the idea, but are instead working on a RAM extension, which is much more flexible.
5. Hopefully.

Another month over, and hopefully Dan will learn to use the spellchecker next time before going off to play Puzzle and Action. Well, you didn't think I typed the letters up myself, did you? Take a letter, Ms Jevons!

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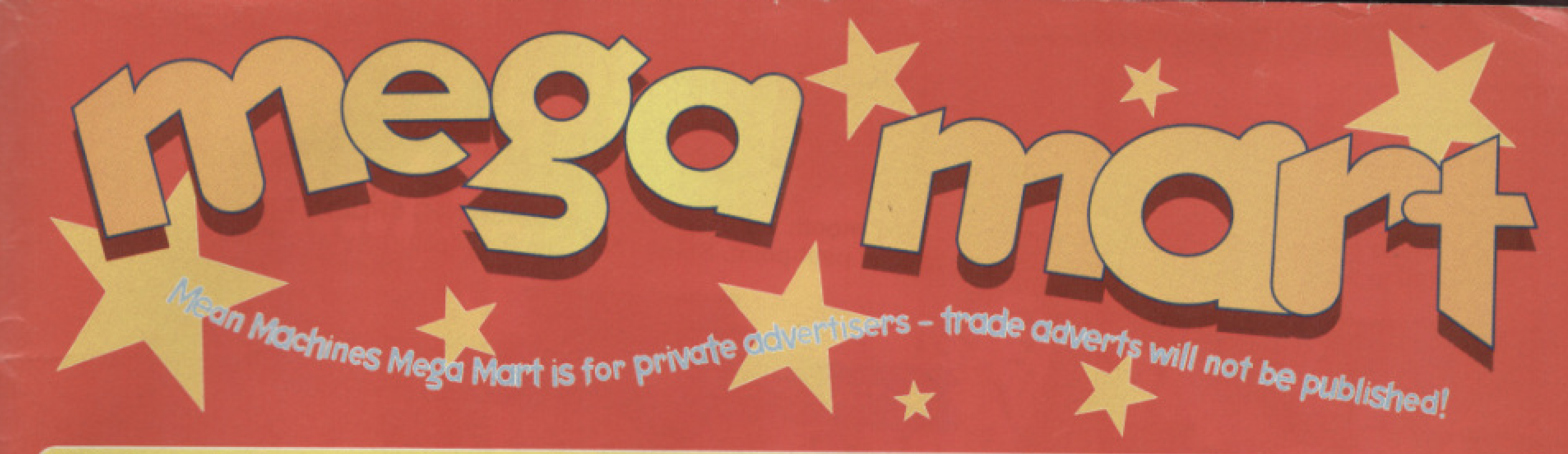
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Mega Drive 2 with 4 joypads (2 6 button) 18 games including Mortal Kombat 2, Zero Tolerance, Sonic and Knuckles, Urban Strike, Road Rash 2, Eternal Champions, Street Fighter 2, S.C.E £200 Phone 0121 421 3233 between 3.30-6.00pm

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Swaps Booerman, Micheal Jackson Moonwalker, Lion King, Alisia Dragoon, Altered Beast, Aladin. Wanted Fifa'96, Sonic 2, Road Rash 2, Streets of Rage, Earthworm Jim, Batman & Robin, Sonic and Nuckles, and Earthworm Jim 2 for Sega Megadrive 2 phone Tom on (01621) 784759

Phantasy Star iii and Landstalker wanted for Megadrive, also Shining Force for Mega CD phone Gary 0121 5030308 West Midlands.

MD for sale with 15 games (inc. 6 game cart and Menacer) eg. Super SF2, Micro Machines 96. Comes with youpad and joystick but MD not boxed. Worth £400 but will sell for £140 Call Faheem after 7.30pm on (01706) 660170

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Mega Drive Plus over 20 games Sonic 1 to Sonic and Knuckles, Mortal Kombat 2 and 3, Micro Machines 96, Plus a Menacer and 4 Joypads all worth over £500 Will sell for £170 Contact Jonathan on Dumbarton (01389) 730708

SWAP Desert Strike (MD) for MK2 (MD) phone (01386) 48351, Ask for Tom.

Mega Drive and 32X, 4 Joypads (SG Propad and 6 Button), 21 games (+91%) including Virtua Fighter, Doom, VR, Sonic 1,2,3, Dynamite Headdy, Theme Park, SF2, MK2. Excellent condition, All boxed / instructions. £375 ono. (RRP £1190).
phone (01924) 848878

WANTED: Premier Manager. will pay up to £40 phone Alex on 01403 730018 (Barns Green West Sussex) Format: Mega Drive

Mega Drive games for sale, Theme Park, FIFA 95, Eternal Champions, Sonic and Knuckles, Streets of Rage 2, Sonic 2, Speedball 2, Fantasia, Altered Beast. All £10 each phone Bob on 0181 925 1208

Mega Drive 2 with 3 control pads, one 6 button, two 3 buttons and six games Ristar, Sonic 2, Micro Machines '96, 3 more games, the lot £250 o.v.n.o. Tel: 0113 250 4050 after 6.30pm - 9.30pm

Mega Drive + Mega CD for sale, 25 games. Top games. will sell for £175 contact Brett on (01522) 545511

Mega Drive 2 excellent condition with box and manual, two control pads, six games including mega games 2, £105 o.n.o. (01248) 680553

I am looking for a pen pal who likes game gears and has got one of his or her own, call Lee on 01538 384359

WANTED: Pushover for PC will pay reasonable prices contact William on (01622) 871816 if not buy, temporary swap.

Mega Drives games wanted, Megalomania, super Skidmarks, Premier Manager, and Ayrton Senna's super Monaco GP2 phone (01494) 813442

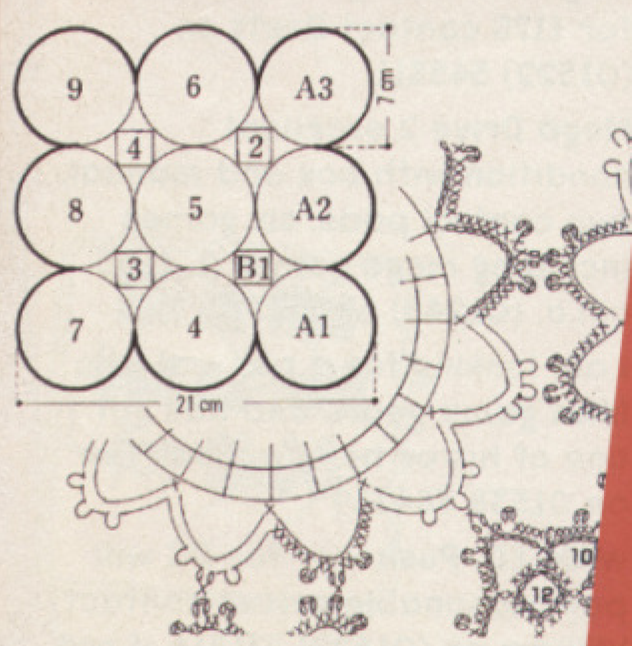
Super Monaco Grand Prix wanted for Mega Drive Tel: (01363) 82530 ask for Fabien

GAMES SUCK!

Who needs games when you can have crochet. Next month we become MEAN MACHINES CROCHET in a devastating blaze of hardcore needlework and blindin' petit-point. Some of the exciting features you can expect.

- A DAYTONA CCE BONNET COSEY!
- KNIT YOUR OWN COMMEMORATIVE TOMB RAIDER DOILY!
- TIPS ON NiGHTS CUSHION COVERS!
- DOOM/HEXEN MUZZLE WARMERS!

free disk!



We're also planning a fantastic gift for Saturn owners in conjunction with our vassal lords, Sega. A Sega Saturn disc with **PLAYABLE** demos of some of the **HOTTEST** games this year — including **TOMB RAIDER, ALIEN TRILOGY, POWERPLAY HOCKEY, LOADED & KEOI FLYING SQUADRON 2!!!** (yes, we'll make a punctuation exception in this case, in fact let's have another exclamation mark — !). We must **STRESS** that this promotion is still under negotiation and **MEAN MACHINES** cannot be held responsible for non-availabilty of the disc with any future issue. Please check the conditions of sale with the next issue. The disc is also planned to be **LIMITED EDITION,** restricted to certain outlets, so make sure you get there first. It's the giveaway of the decade!

NEXT ISSUE GOES ON SALE OCTOBER 4TH

Please Mr Newsagent,

I would like to reserve a copy of MEAN MACHINES SEGA. I haven't done so before, I am a fool. I have plotted against the state, I have committed many despicable acts and betrayed countless comrades, I have spied for our enemies. But now I'd like to make amends and get the best Sega mag there is!



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